Priestess of Lolth 2

Obedience — Drow



+ ◈ ◈

Having been chosen for their devotion to Lolth, they now execute her will.

1 2

CORE

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Obedience — Drow

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Obedience — Drow

+ ◈ ◈

Having been chosen for their devotion to Lolth, they now execute her will.

1 2

CORE

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Noble -

Obedience — Drow



+ ◈

The voice of a drow from a noble house carries the weight of a thousand commoners.

0 1

STARTER

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Noble -

Obedience — Drow

+ ◈

The voice of a drow from a noble house carries the weight of a thousand commoners.

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Noble
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Obedience
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Insane Outcast -

Drow



Discard a card from your hand ▸ Return Insane Outcast to the supply.
If Insane Outcast would be devoured or promoted, return it to the supply instead.

The presence of the demon lords on the Material Plane has broken the minds of many.

-1 -

Core

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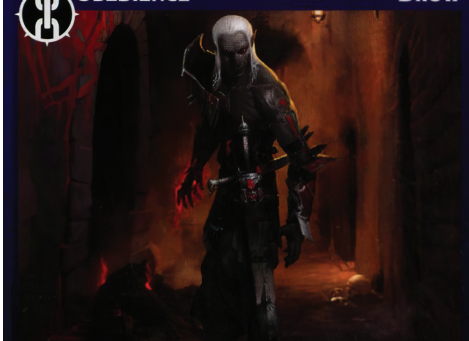
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Soldier

-

Obedience

Drow



+

Soldiers defend their superiors against all enemies.

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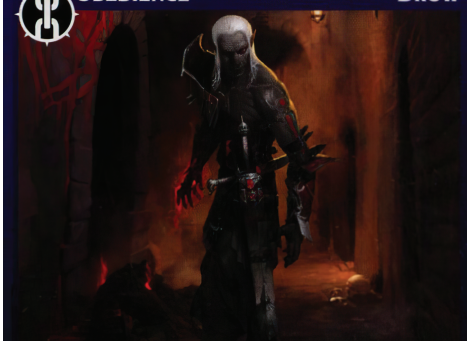
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Soldier -

Obedience — Drow



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STARTER

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House Guard 3

Obedience — Drow



+1 +1

House guards represent the few drow who survive training.

1 3

CORE

© 2016 Wizards

House Guard 3

Obedience — Drow



+1 +1

House guards represent the few drow who survive training.

1 3

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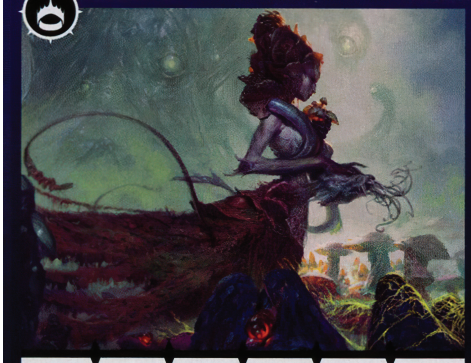
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CORE

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Zuggtmoy 6

Ambition — Fiend



Devour a card in your inner circle ▸ + ● ● ● and at end of turn, **promote** up to 2 other cards played this turn.

"I have come for my betrothed."
—Zuggtmoy to Araumycos

3 6

© 2016 Wizards

Vrock 5

Guile — Fiend



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ + ● ● ● ● ●

Vrocks are difficult to bribe, seeing no reason to bargain when they can simply take what they want.

2 4

© 2016 Wizards

Succubus 5

Guile — Fiend



Devour a card in your hand ▸ **Place** a spy, then **assassinate** a troop at that spy's site.

Seducers and corruptors, they have found easy prey in the world of mortals.

2 5

© 2016 Wizards

Succubus 5

Guile — Fiend



Devour a card in your hand ▸ **Place** a spy, then **assassinate** a troop at that spy's site.

Seducers and corruptors, they have found easy prey in the world of mortals.

2 5

© 2016 Wizards

Orcus 8

Malice — Fiend



Devour a card in your hand ▸ **Assassinate** 2 troops. Then you may take up to 2 troops from any trophy halls and **deploy** them anywhere on the board.

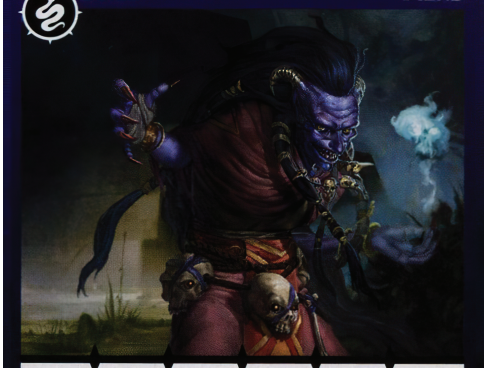
Death is only the beginning of his depravity.

5 10

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Night Hag 3

Guile — Fiend



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ Draw 2 cards.

Singing a merry song, she sows the seeds of madness.

1 3

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Night Hag 3

Guile — Fiend



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ Draw 2 cards.

Singing a merry song, she sows the seeds of madness.

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Guile — Fiend



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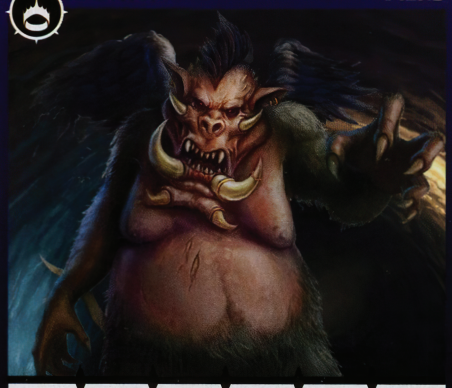
Singing a merry song, she sows the seeds of madness.

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Nalfeshnee 5

Ambition — Fiend



+ ◉◉◉
Promote the top card of your deck.

"There is always room at our table for ambitious souls."

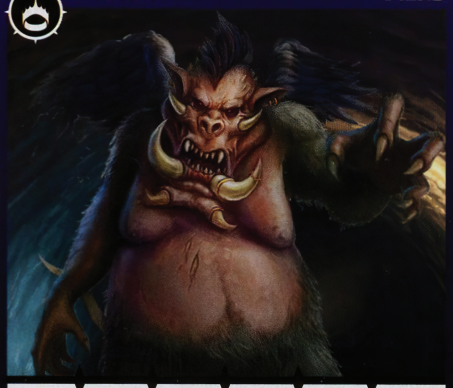
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+ ◉◉◉
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2 5

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Myconid Sovereign 4

Ambition — Myconid



Choose an opponent. He or she **recruits** an Insane Outcast.
At end of turn, **promote** another card played this turn.

"The day of joy is nigh!"

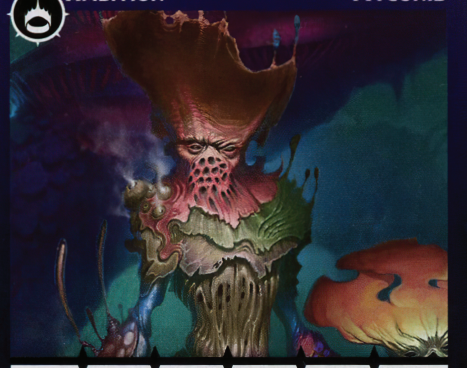
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Ambition — Myconid



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"The day of joy is nigh!"

2 5

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Myconid Adult 3

Ambition — Myconid



+ ◉◉
Choose an opponent. He or she **recruits** an Insane Outcast.

"Rejoice in the true union that will meld us all!"

1 3

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Myconid Adult 3

Ambition — Myconid



+ ◉◉
Choose an opponent. He or she **recruits** an Insane Outcast.

"Rejoice in the true union that will meld us all!"

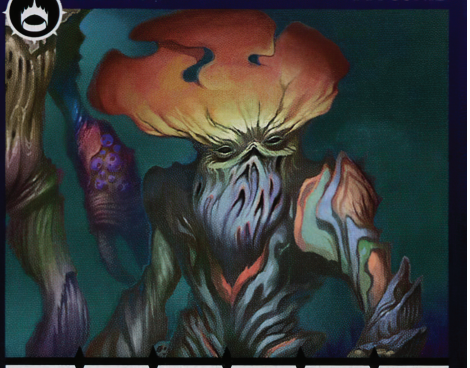
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"Rejoice in the true union that will meld us all!"

1 3

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Mind Flayer 3

Malice — Illithid



Devour a card in your hand ▸ Choose one:
- + ◉◉◉
- **Assassinate** a troop.

"You know what goes on in their minds? Filthy, stinking evil. That's what." —Hitch, rogue extraordinaire

1 3

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Mind Flayer 3

Malice — Illithid



Devour a card in your hand ▸ Choose one:
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- **Assassinate** a troop.

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1 3

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Marilith 6

Malice — Fiend



Devour a card in your hand ▸ +

They sing an Abyssal hymn as they lead the demonic hordes to battle.

2 5

© 2016 Wizards

Marilith 6

Malice — Fiend



Devour a card in your hand ▸ +

They sing an Abyssal hymn as they lead the demonic hordes to battle.

2 5

© 2016 Wizards

Jackalwere 4

Guile — Shapechanger



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ +

They capture victims for their lamia masters, who mercilessly condemn those victims to slavery or death.

2 4

© 2016 Wizards

Jackalwere 4

Guile — Shapechanger



Choose one:
- **Place** a spy.
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2 4

© 2016 Wizards

Jackalwere 4

Guile — Shapechanger



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ +

They capture victims for their lamia masters, who mercilessly condemn those victims to slavery or death.

2 4

© 2016 Wizards

Hezrou 3

Ambition — Fiend



Move an enemy troop.
Promote the top card of your deck.

Their stench is legendary.

1 3

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Hezrou 3

Ambition — Fiend



Move an enemy troop.
Promote the top card of your deck.

Their stench is legendary.

1 3

© 2016 Wizards

Graz'zt 6

Guile — Fiend



Choose one:
- **Place** 2 spies.
- **Return** any number of your spies ▸ **Supplant** a troop at each of the returned spies' sites.

His beauty hides a heart of blackest evil.

2 5

© 2016 Wizards

Glabrezu 5

Malice — Fiend



Devour a card in your hand ▸
Assassinate 2 troops.

Only when they behold a glabrezu's true form do mortals realize the folly of succumbing to its whispers of power.

2 4

© 2016 Wizards

Gibbering Mouther 2

Conquest — Aberration



Deploy 2 troops, then choose an opponent with a troop adjacent to at least 1 of them. He or she **recruits** an Insane Outcast.

"If you're trying to make sense of what they're saying, you're already mad." —Lippo, derro sage

1 3

© 2016 Wizards

Gibbering Mouther 2

Conquest — Aberration



Deploy 2 troops, then choose an opponent with a troop adjacent to at least 1 of them. He or she **recruits** an Insane Outcast.

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"If you're trying to make sense of what they're saying, you're already mad." —Lippo, derro sage

1 3

© 2016 Wizards

Ghoul 4

Malice — Undead



+ (B)(B)
Each opponent **recruits** an Insane Outcast.

A favored minion of the Prince of Undeath.

2 4

© 2016 Wizards

Ghoul 4

Malice — Undead



+ (B)(B)
Each opponent **recruits** an Insane Outcast.

A favored minion of the Prince of Undeath.

2 4

© 2016 Wizards

Ghoul 4

Malice — Undead



+ (B)(B)
Each opponent **recruits** an Insane Outcast.

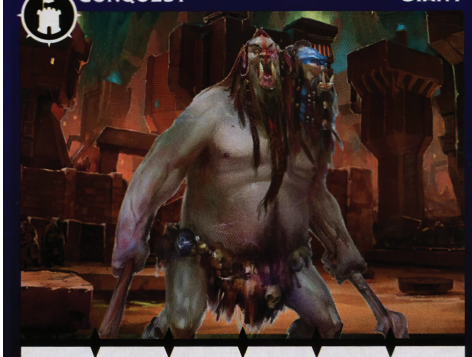
A favored minion of the Prince of Undeath.

2 4

© 2016 Wizards

Ettin 4

Conquest — Giant



Choose one:
- **Deploy** 3 troops.
- **Assassinate** 2 white troops.

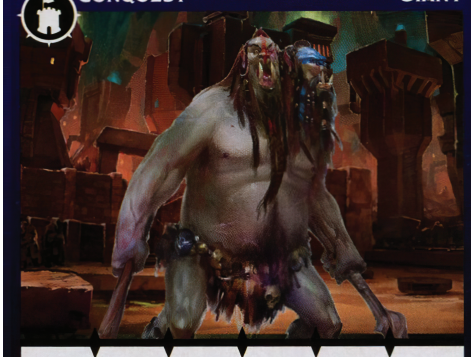
Mug was partial to elf meat. Tug liked dwarf, when he could get it, but elf, not so much.

1 2

© 2016 Wizards

Ettin 4

Conquest — Giant



Choose one:
- **Deploy** 3 troops.
- **Assassinate** 2 white troops.

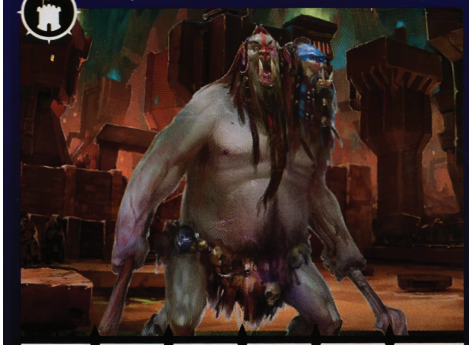
Mug was partial to elf meat. Tug liked dwarf, when he could get it, but elf, not so much.

1 2

© 2016 Wizards

Ettin 4

Conquest — Giant



Choose one:
- **Deploy** 3 troops.
- **Assassinate** 2 white troops.

Mug was partial to elf meat. Tug liked dwarf, when he could get it, but elf, not so much.

1 2

© 2016 Wizards

Derro 3

Conquest — Derro



Supplant a white troop anywhere on the board. You **recruit** an Insane Outcast.

"I've got a shiny, sharpie, steely stick ready to poke a hole in your nice, nibbly noggin."

1 4

© 2016 Wizards

Derro 3

Conquest — Derro



Supplant a white troop anywhere on the board. You **recruit** an Insane Outcast.

"I've got a shiny, sharpie, steely stick ready to poke a hole in your nice, nibbly noggin."

1 4

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Demogorgon 8

Conquest — Fiend



Devour a card in your hand ▸ **Supplant** 2 white troops. Each opponent **recruits** 2 Insane Outcasts.

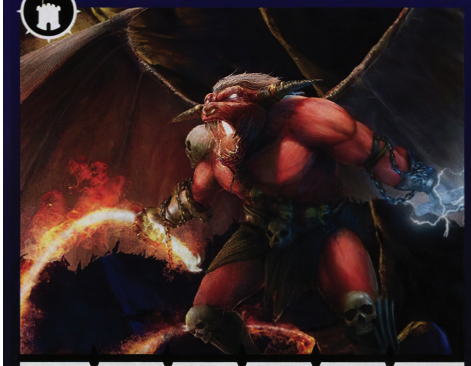
Madness and rage fueled by mindless evil.

5 10

© 2016 Wizards

Balor 6

Conquest — Fiend



Devour a card in your hand ▸ **Supplant** a white troop anywhere on the board. Then **deploy** a troop.

The thunder of its whip is enough to drain the resolve of the most hardened warriors.

3 6

© 2016 Wizards

Wyrmspeaker 3

Ambition — Dwarf



+ ◉
At end of turn, **promote** another card played this turn.

Fanatics gifted with the ability to convince dragons to join their cause.

1 3

© 2016 Wizards

Wyrmspeaker 3

Ambition — Dwarf



+ ◉
At end of turn, **promote** another card played this turn.

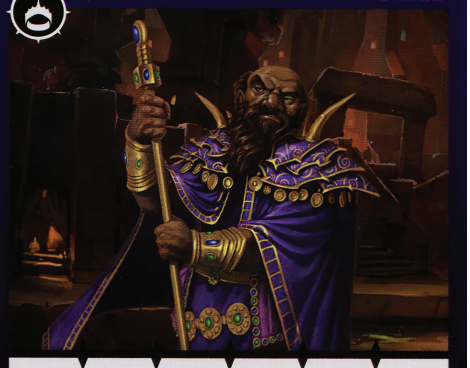
Fanatics gifted with the ability to convince dragons to join their cause.

1 3

© 2016 Wizards

Wyrmspeaker 3

Ambition — Dwarf



+ ◉
At end of turn, **promote** another card played this turn.

Fanatics gifted with the ability to convince dragons to join their cause.

1 3

© 2016 Wizards

White Wyrmling 2

Conquest — Dragon



Deploy 2 troops.
You may **devour** a card in the market.

White wyrmlings are born with two basic urges: hunger and greed.

1 3

© 2016 Wizards

White Wyrmling 2

Conquest — Dragon



Deploy 2 troops.
You may **devour** a card in the market.

White wyrmlings are born with two basic urges: hunger and greed.

1 3

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White Wyrmling 2

Conquest — Dragon



Deploy 2 troops.
You may **devour** a card in the market.

White wyrmlings are born with two basic urges: hunger and greed.

1 3

© 2016 Wizards

White Dragon 6

Conquest — Dragon



Deploy 3 troops.
Gain 1 VP for every 2 sites you control.

"They're dumb all right, but if they smell your blood, they'll hunt you till doomsday."
—Caldourn Truespear, dragonhunter

2 5

© 2016 Wizards

Watcher of Thay 3

Guile — Human



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ + ◍◍◍

"What you seek can be bought only with blood."

2 3

© 2016 Wizards

Watcher of Thay 3

Guile — Human



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ + ◍◍◍

"What you seek can be bought only with blood."

2 3

© 2016 Wizards

Watcher of Thay 3

Guile — Human



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ + ◍◍◍

"What you seek can be bought only with blood."

2 3

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Severin Silrajin 7

Malice — Human



+ ◍◍◍◍◍◍

"I have been given insight into a destiny far greater than I could have imagined."

4 8

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Red Wyrmling 5

Malice — Dragon



+ ◍◍◍◍

The first thing a red wyrmling develops is its profound sense of arrogance.

3 5

© 2016 Wizards

Red Wyrmling 5

Malice — Dragon



+ ◍◍◍◍

The first thing a red wyrmling develops is its profound sense of arrogance.

3 5

© 2016 Wizards

Red Dragon 8

Malice — Dragon



Supplant a troop.
Return an enemy spy.
Gain 1 VP for each site under your total control.

"If you ever see one of these, run."
—Blacksoot, the Charred

4 8

© 2016 Wizards

Rath Modar 6

Guile — Human



Draw 2 cards.
Place a spy.

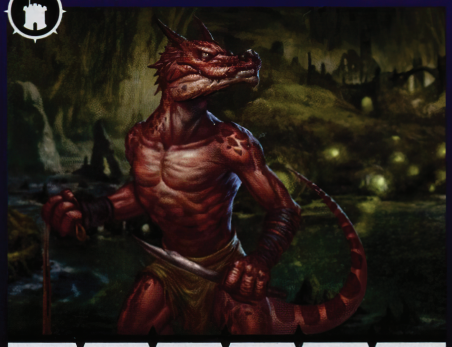
"Dragons are tools, and with them I shall build empires."

2 5

© 2016 Wizards

Kobold 1

Conquest — Kobold



Choose one:
- **Deploy** a troop.
- **Assassinate** a white troop.

While they can live to be more than a century, most perish before they reach a few decades.

1 2

© 2016 Wizards

Kobold 1

Conquest — Kobold



Choose one:
- **Deploy** a troop.
- **Assassinate** a white troop.

While they can live to be more than a century, most perish before they reach a few decades.

1 2

© 2016 Wizards

Kobold 1

Conquest — Kobold



Choose one:
- **Deploy** a troop.
- **Assassinate** a white troop.

While they can live to be more than a century, most perish before they reach a few decades.

1 2

© 2016 Wizards

Green Wyrmling 4

Guile — Dragon



Place a spy. If another player's troop is at that site, gain ⊗⊗.

Fresh out of the egg, a wyrmling's poison can dissolve bone and eat through steel.

2 4

© 2016 Wizards

Green Wyrmling 4

Guile — Dragon



Place a spy. If another player's troop is at that site, gain ⊗⊗.

Fresh out of the egg, a wyrmling's poison can dissolve bone and eat through steel.

2 4

© 2016 Wizards

Green Dragon 7

Guile — Dragon



Choose one:
- **Place** a spy, then **supplant** a troop at that spy's site.
- **Return** one of your spies ▸ **Supplant** a troop at that spy's site, then gain 1 VP for each site control marker you have.

Green dragons measure plans in centuries.

3 7

© 2016 Wizards

Enchanter of Thay 4

Guile — Human



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ + ⊗⊗⊗⊗

"Willing or unwilling, it matters not; your services are required."

1 3

© 2016 Wizards

Enchanter of Thay 4

Guile — Human



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ + 🟣🟣🟣🟣

"Willing or unwilling, it matters not; your services are required."

1 3

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© 2016 Wizards

Enchanter of Thay 4

Guile — Human



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ + 🟣🟣🟣🟣

"Willing or unwilling, it matters not; your services are required."

1 3

• • •

© 2016 Wizards

Dragonclaw 4

Malice — Human



Assassinate a troop. Then, if you have 5 or more player troops in your trophy hall, gain 🟣🟣.

The colors of their tattoos are based on the dragons they revere.

1 3

• •

© 2016 Wizards

Dragonclaw 4

Malice — Human



Assassinate a troop. Then, if you have 5 or more player troops in your trophy hall, gain 🟣🟣.

The colors of their tattoos are based on the dragons they revere.

1 3

• •

© 2016 Wizards

Dragon Cultist 3

Malice — Human



Choose one:
- + 🟣🟣
- + ⚫⚫

Devoted to bringing an age of draconic rule.

1 4

• • • •

© 2016 Wizards

Dragon Cultist 3

Malice — Human



Choose one:
- + 🟣🟣
- + ⚫⚫

Devoted to bringing an age of draconic rule.

1 4

• • • •

© 2016 Wizards

Dragon Cultist 3

Malice — Human



Choose one:
- + 🟣🟣
- + ⚫⚫

Devoted to bringing an age of draconic rule.

1 4

• • • •

© 2016 Wizards

Dragon Cultist 3

Malice — Human



Choose one:
- + 🟣🟣
- + ⚫⚫

Devoted to bringing an age of draconic rule.

1 4

• • • •

© 2016 Wizards

Cult Fanatic 3

Ambition — Half-Dragon



+ ⚫⚫

You may **devour** a card in the market.

"To feel the blood of dragons in your veins is to feel invincible!"

1 4

• •

© 2016 Wizards

Cult Fanatic 3

Ambition — Half-Dragon



+ ◉◉
You may **devour** a card in the market.

"To feel the blood of dragons in your veins is to feel invincible!"

1 4

• •

© 2016 Wizards

Cleric of Laogzed 4

Ambition — Troglodyte



Move an enemy troop.
At end of turn, **promote** another card played this turn.

Its stench is exceeded only by its hunger for fresh meat.

2 4

• •

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Cleric of Laogzed 4

Ambition — Troglodyte



Move an enemy troop.
At end of turn, **promote** another card played this turn.

Its stench is exceeded only by its hunger for fresh meat.

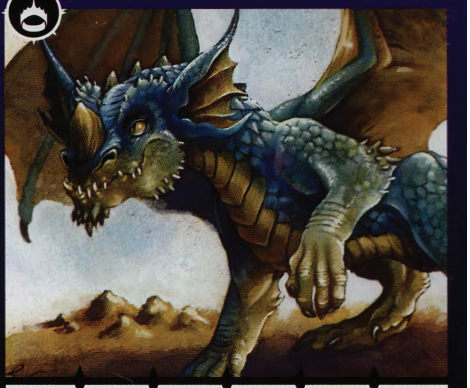
2 4

• •

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Blue Wyrmling 5

Ambition — Dragon



+ ◉◉◉
Return another player's troop or spy.

Even a blue wyrmling will not tolerate insubordination to its kind.

2 4

• •

© 2016 Wizards

Blue Wyrmling 5

Ambition — Dragon



+ ◉◉◉
Return another player's troop or spy.

Even a blue wyrmling will not tolerate insubordination to its kind.

2 4

• •

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Blue Dragon 8

Ambition — Dragon



At end of turn, **promote** up to 2 other cards played this turn, then gain 1 VP for every 3 cards in your inner circle.

"Above, below, it matters not. Dragonkind will rule all."

4 8

•

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Black Wyrmling 3

Conquest — Dragon



+ ◉
Assassinate a white troop.

So many tasty snacks, so little time.

1 4

• •

© 2016 Wizards

Black Wyrmling 3

Conquest — Dragon



+ ◉
Assassinate a white troop.

So many tasty snacks, so little time.

1 4

• •

© 2016 Wizards

Black Dragon 7

Conquest — Dragon



Supplant a white troop anywhere on the board. Gain 1 VP for every 3 white troops in your trophy hall.

Those who witness its dark majesty fall to their knees in worship.

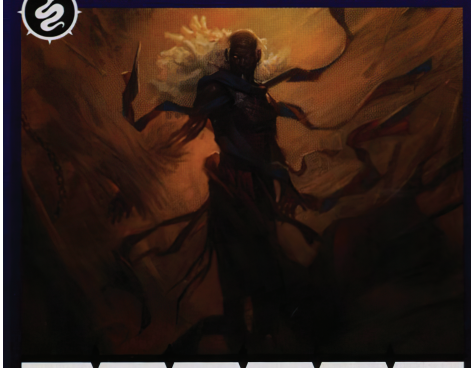
3 7

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Yan-C-Bin 6

Guile — Elemental Prince



Place a spy, then **assassinate** a troop at that spy's site.
Guile Focus ▸ **Place** a spy.

Subtler than the other elemental princes, Yan-C-Bin operates unseen.

3 6

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Water Elemental Myrmidon 4

Conquest — Elemental



Assassinate a white troop.
At end of turn, **promote** an Obedience card played this turn.

They exist only to follow the commands of their creator.

2 4

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Water Elemental Myrmidon 4

Conquest — Elemental



Assassinate a white troop.
At end of turn, **promote** an Obedience card played this turn.

They exist only to follow the commands of their creator.

2 4

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Water Elemental 2

Conquest — Elemental



Deploy 2 troops.
Conquest Focus ▸ Draw a card.

Living water, ready to drown and crush its foes.

1 2

© 2016 Wizards

Water Elemental 2

Conquest — Elemental



Deploy 2 troops.
Conquest Focus ▸ Draw a card.

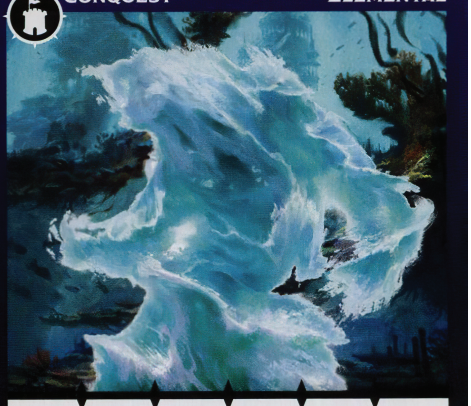
Living water, ready to drown and crush its foes.

1 2

© 2016 Wizards

Water Elemental 2

Conquest — Elemental



Deploy 2 troops.
Conquest Focus ▸ Draw a card.

Living water, ready to drown and crush its foes.

1 2

© 2016 Wizards

Vanifer 5

Malice — Tiefling



Assassinate a troop.
Recruit a Malice card that costs 4 or less without paying its cost.

"Time to blow the candle out."

2 5

© 2016 Wizards

Olhydra 6

Conquest — Elemental Prince



Supplant a white troop anywhere on the board.
Conquest Focus ▸ **Deploy** 2 troops.

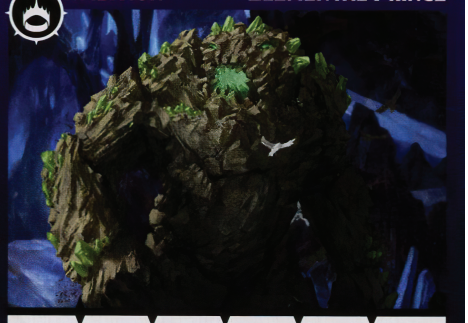
She is patient as the tide, retreating from adversity only to rush back in stronger than before.

3 6

© 2016 Wizards

Ogrémoch 6

Ambition — Elemental Prince



+ ◉◉
At end of turn, **promote** another card played this turn.
Ambition Focus ▸ At end of turn, **promote** another card played this turn.

What he can't crush, he endures and outlasts.

3 7

© 2016 Wizards

Marlos Urnrayle 5

Ambition — Medusa



+ (1 any)
At end of turn, **promote** another card played this turn.
Recruit an Ambition card that costs 4 or less without paying its cost.

"I blame the gods. How they envied me!"

2 5

•

© 2016 Wizards

Imix 6

Malice — Elemental Prince



+ (4 any)
Malice Focus ▸ + (2 any)

"Your world was made for me to consume."

3 6

•

© 2016 Wizards

Howling Hatred Cultist 3

Guile — Human



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ + (3 any)

Guile Focus ▸ + (1 any)

Howling Hatred cultists sustain themselves on nothing more than air and fanatical devotion.

1 3

• •

© 2016 Wizards

Howling Hatred Cultist 3

Guile — Human



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ + (3 any)

Guile Focus ▸ + (1 any)

Howling Hatred cultists sustain themselves on nothing more than air and fanatical devotion.

1 3

• •

© 2016 Wizards

Gar Shatterkeel 5

Conquest — Human



Deploy 3 troops.
Recruit a Conquest card that costs 4 or less without paying its cost.

"The tide has turned."

2 5

•

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Fire Elemental Myrmidon 4

Malice — Elemental



+ (2 any)
At end of turn, **promote** an Obedience card played this turn.

"What if we put the fire INSIDE the armor?"
—Elizar Dryflagon

1 3

• •

© 2016 Wizards

Fire Elemental Myrmidon 4

Malice — Elemental



+ (2 any)
At end of turn, **promote** an Obedience card played this turn.

"What if we put the fire INSIDE the armor?"
—Elizar Dryflagon

1 3

• •

© 2016 Wizards

Fire Elemental 3

Malice — Elemental



Choose one:
- + (2 any)
- + (2 any)

Malice Focus ▸ Draw a card.

A force of capricious devastation.

1 3

• • •

© 2016 Wizards

Fire Elemental 3

Malice — Elemental



Choose one:
- + (2 any)
- + (2 any)

Malice Focus ▸ Draw a card.

A force of capricious devastation.

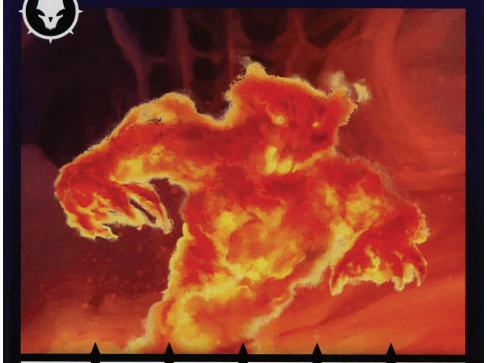
1 3

• • •

© 2016 Wizards

Fire Elemental 3

Malice — Elemental



Choose one:
- • +
- • +

Malice Focus ▸ Draw a card.

A force of capricious devastation.

1 3

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Eternal Flame Cultist 4

Malice — Human



Assassinate a troop.

Malice Focus ▸ +

"His embrace will cull the weak and warm the strong." —Vanifer

2 4

© 2016 Wizards

Eternal Flame Cultist 4

Malice — Human



Assassinate a troop.

Malice Focus ▸ +

"His embrace will cull the weak and warm the strong." —Vanifer

2 4

© 2016 Wizards

Eternal Flame Cultist 4

Malice — Human



Assassinate a troop.

Malice Focus ▸ +

"His embrace will cull the weak and warm the strong." —Vanifer

2 4

© 2016 Wizards

Earth Elemental Myrmidon 4

Ambition — Elemental



+

At end of turn, **promote** another card played this turn.

"How can you claim this land is yours when the very land itself rises to fight you?" —Marlos Unrayle

2 4

© 2016 Wizards

Earth Elemental Myrmidon 4

Ambition — Elemental



+

At end of turn, **promote** another card played this turn.

"How can you claim this land is yours when the very land itself rises to fight you?" —Marlos Unrayle

2 4

© 2016 Wizards

Earth Elemental 3

Ambition — Elemental



+

Return another player's troop or spy.

Ambition Focus ▸ Draw a card.

Who can stand against the might of the earth?

1 3

© 2016 Wizards

Earth Elemental 3

Ambition — Elemental



+

Return another player's troop or spy.

Ambition Focus ▸ Draw a card.

Who can stand against the might of the earth?

1 3

© 2016 Wizards

Crushing Wave Cultist 3

Conquest — Human



Assassinate a white troop.

Conquest Focus ▸ **Deploy** 2 troops.

Cultists sworn to the service of Olhydra, Princess of Elemental Water.

1 4

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Crushing Wave Cultist 3

Conquest — Human



Assassinate a white troop.
Conquest Focus ▸ **Deploy** 2 troops.

Cultists sworn to the service of Olhydra, Princess of Elemental Water.

1 4

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Crushing Wave Cultist 3

Conquest — Human



Assassinate a white troop.
Conquest Focus ▸ **Deploy** 2 troops.

Cultists sworn to the service of Olhydra, Princess of Elemental Water.

1 4

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Black Earth Cultist 2

Ambition — Human



At end of turn, **promote** another card played this turn.
Ambition Focus ▸ + ◎ ◎

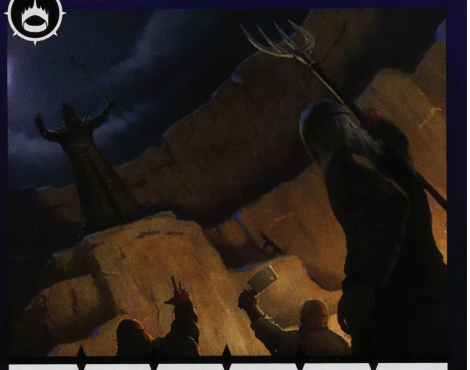
Devotion to Ogrémoch gives them an uncanny ability to hold their ground.

1 2

© 2016 Wizards

Black Earth Cultist 2

Ambition — Human



At end of turn, **promote** another card played this turn.
Ambition Focus ▸ + ◎ ◎

Devotion to Ogrémoch gives them an uncanny ability to hold their ground.

1 2

© 2016 Wizards

Black Earth Cultist 2

Ambition — Human



At end of turn, **promote** another card played this turn.
Ambition Focus ▸ + ◎ ◎

Devotion to Ogrémoch gives them an uncanny ability to hold their ground.

1 2

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Black Earth Cultist 2

Ambition — Human



At end of turn, **promote** another card played this turn.
Ambition Focus ▸ + ◎ ◎

Devotion to Ogrémoch gives them an uncanny ability to hold their ground.

1 2

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Air Elemental Myrmidon 4

Guile — Elemental



Place a spy.
At end of turn, **promote** an Obedience card played this turn.

"We'll give armor flight just to mock the earth."
—Aerisi Kalinoth

1 3

© 2016 Wizards

Air Elemental Myrmidon 4

Guile — Elemental



Place a spy.
At end of turn, **promote** an Obedience card played this turn.

"We'll give armor flight just to mock the earth."
—Aerisi Kalinoth

1 3

© 2016 Wizards

Air Elemental 3

Guile — Elemental



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ **Deploy** 3 troops.

Guile Focus ▸ Draw a card.

Living tempests, the embodiment of chaos.

1 2

© 2016 Wizards

Air Elemental 3

Guile — Elemental



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ **Deploy** 3 troops.

Guile Focus ▸ Draw a card.

Living tempests, the embodiment of chaos.

1 2

© 2016 Wizards

Air Elemental 3

Guile — Elemental

Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ **Deploy** 3 troops.

Guile Focus ▸ Draw a card.

Living tempests, the embodiment of chaos.

1 2

© 2016 Wizards

Air Elemental 3

Guile — Elemental

Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ **Deploy** 3 troops.

Guile Focus ▸ Draw a card.

Living tempests, the embodiment of chaos.

1 2

© 2016 Wizards

Aerisi Kalinoth 5

Guile — Elf



+

Place a spy.
Recruit a Guile card that costs 4 or less without paying its cost.

"It's hard to remain humble when everyone is beneath you."

2 5

© 2016 Wizards

Weaponmaster 6

Conquest — Drow



Choose three times:
- **Deploy** a troop.
- **Assassinate** a white troop.

"You will be found worthy or you will die. The outcome is up to you." —Shoor Vandree

3 6

© 2016 Wizards

Underdark Ranger 4

Conquest — Drow



Assassinate 2 white troops.

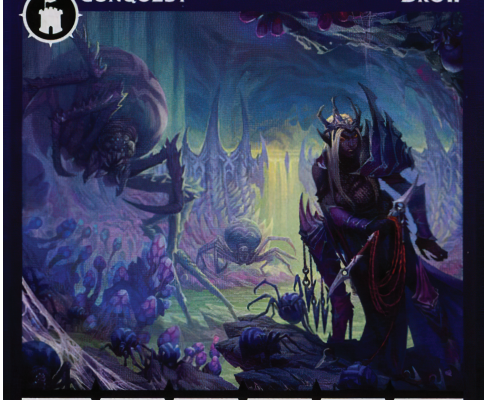
Their knowledge of the Underdark is unparalleled; no place is beyond the reach of their swords.

2 4

© 2016 Wizards

Underdark Ranger 4

Conquest — Drow



Assassinate 2 white troops.

Their knowledge of the Underdark is unparalleled; no place is beyond the reach of their swords.

2 4

© 2016 Wizards

Spy Master 2

Guile — Drow



Place a spy.

"I can get you past the gates and the guards. What you do after that is up to you."

1 2

© 2016 Wizards

Spy Master 2

Guile — Drow



Place a spy.

"I can get you past the gates and the guards. What you do after that is up to you."

1 2

© 2016 Wizards

Spellspinner 3

Guile — Drow



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ **Supplant** a troop at that spy's site.

You'll never know your mind is not your own.

1 3

© 2016 Wizards

Spellspinner 3

Guile — Drow



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ **Supplant** a troop at that spy's site.

You'll never know your mind is not your own.

1 3

© 2016 Wizards

Spellspinner 3

Guile — Drow



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ **Supplant** a troop at that spy's site.

You'll never know your mind is not your own.

1 3

© 2016 Wizards

Mercenary Squad 3

Conquest — Drow



Deploy 3 troops.

The only other option for those without a house is exile.

1 4

© 2016 Wizards

Mercenary Squad 3

Conquest — Drow



Deploy 3 troops.

The only other option for those without a house is exile.

1 4

© 2016 Wizards

Matron Mother 6

Ambition — Drow



Put your deck into your discard pile. Then **promote** a card from your discard pile.

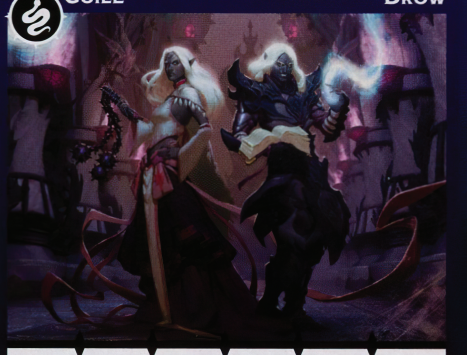
The will of the Matron Mother is absolute.

3 6

© 2016 Wizards

Masters of Sorcere 5

Guile — Drow



Choose one:
- **Place** 2 spies.
- **Return** one of your spies ▸ + (4 generic)

The Masters of Sorcere serve two purposes: to teach the students and to ensure loyalty to Lolth.

2 5

© 2016 Wizards

Master of Melee-Magthere 5

Conquest — Drow



Choose one:
- **Deploy** 4 troops.
- **Supplant** a white troop anywhere on the board.

The instructors at Melee-Magthere are among the greatest warriors in Menzoberranzan.

2 5

© 2016 Wizards

Master of Melee-Magthere 5

Conquest — Drow



Choose one:
- **Deploy** 4 troops.
- **Supplant** a white troop anywhere on the board.

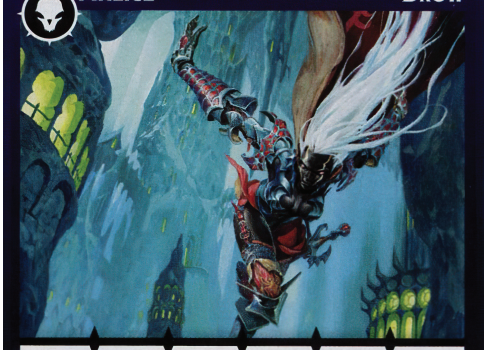
The instructors at Melee-Magthere are among the greatest warriors in Menzoberranzan.

2 5

© 2016 Wizards

Inquisitor 3

Malice — Drow



Choose one:
- + ⊗⊗
- **Assassinate** a troop.

"If by my service I can please the Goddess and bring honor to my house, I am content."

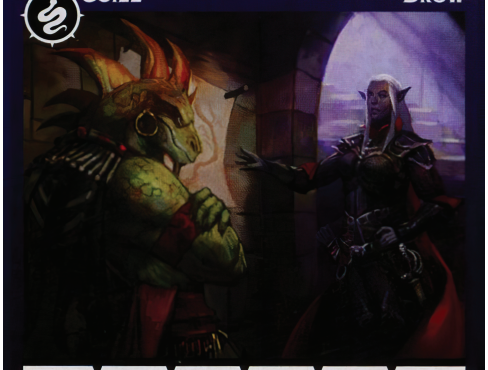
2 4

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© 2016 Wizards

Information Broker 5

Guile — Drow



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ Draw 3 cards.

"Why waste spells and steel when mere words can bring down a house?"

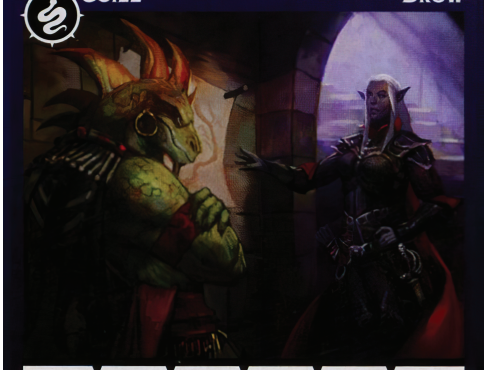
2 5

• •

© 2016 Wizards

Information Broker 5

Guile — Drow



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ Draw 3 cards.

"Why waste spells and steel when mere words can bring down a house?"

2 5

• •

© 2016 Wizards

Infiltrator 3

Guile — Drow



Place a spy. If another player's troop is at that site, gain ⊕.

"Perfection can only be achieved when the price of failure is death."

1 2

• •

© 2016 Wizards

Infiltrator 3

Guile — Drow



Place a spy. If another player's troop is at that site, gain ⊕.

"Perfection can only be achieved when the price of failure is death."

1 2

• •

© 2016 Wizards

Drow Negotiator 3

Ambition — Drow



If there are 4 or more cards in your inner circle, gain ⊗⊗⊗.
At end of turn, **promote** another card played this turn.

"I can open doors that are locked to all but the Matron Mothers."

1 2

• •

© 2016 Wizards

Drow Negotiator 3

Ambition — Drow



If there are 4 or more cards in your inner circle, gain ⊗⊗⊗.
At end of turn, **promote** another card played this turn.

"I can open doors that are locked to all but the Matron Mothers."

1 2

• •

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Doppelganger 5

Malice — Doppelganger



Supplant a troop.

"Nice life. I think I'll take it."

3 5

• •

© 2016 Wizards

Doppelganger 5

Malice — Doppelganger



Supplant a troop.

"Nice life. I think I'll take it."

3 5

• •

© 2016 Wizards

Deathblade 6

Malice — Drow



Assassinate 2 troops.

"May the mark of the Deathblades be upon you." —Drow curse

3 6

© 2016 Wizards

Council Member 6

Ambition — Drow



Move up to 2 enemy troops.
At end of turn, **promote** another card played this turn.

In the drow council chambers, scheming is an art form.

3 6

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Chosen of Lolth 4

Ambition — Drow



Return another player's troop or spy.
At end of turn, **promote** another card played this turn.

"Do not think to disobey. The Spider Queen wills it!"

2 4

© 2016 Wizards

Chosen of Lolth 4

Ambition — Drow



Return another player's troop or spy.
At end of turn, **promote** another card played this turn.

"Do not think to disobey. The Spider Queen wills it!"

2 4

© 2016 Wizards

Bounty Hunter 4

Malice — Drow



+ (1) (1) (1)

Every life has a price.

2 4

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Bounty Hunter 4

Malice — Drow



+ (1) (1) (1)

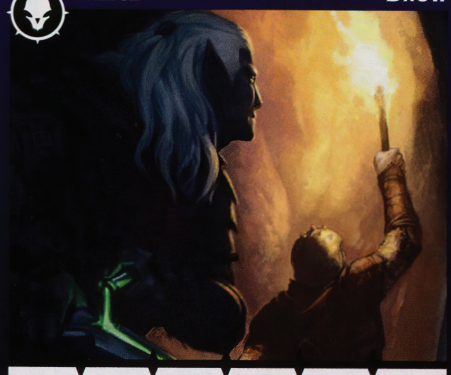
Every life has a price.

2 4

© 2016 Wizards

Blackguard 3

Malice — Drow



Choose one:
- + (1) (1)
- **Assassinate** a troop.

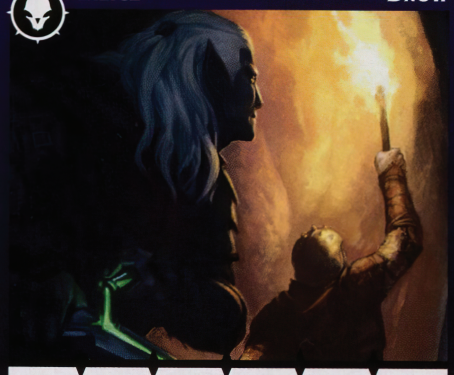
They patrol the Underdark, culling the lost, the unaware, and the foolhardy.

1 3

© 2016 Wizards

Blackguard 3

Malice — Drow



Choose one:
- + (1) (1)
- **Assassinate** a troop.

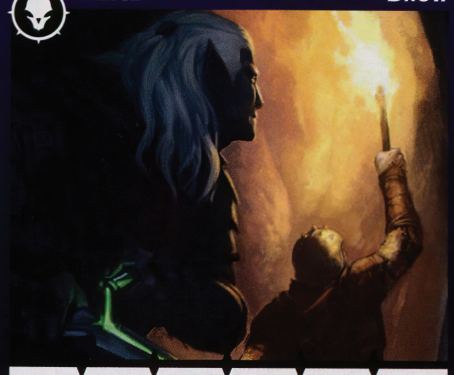
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1 3

© 2016 Wizards

Blackguard 3

Malice — Drow



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- + (1) (1)
- **Assassinate** a troop.

They patrol the Underdark, culling the lost, the unaware, and the foolhardy.

1 3

© 2016 Wizards

Blackguard 3
Malice — Drow



Choose one:
- +
- **Assassinate** a troop.

They patrol the Underdark, culling the lost, the unaware, and the foolhardy.

1 3

© 2016 Wizards

Advocate 2
Ambition — Drow



Choose one:
- +
- At end of turn, **promote** another card played this turn.

"Greed, avarice, and power: three languages I understand well."

1 2

© 2016 Wizards

Advocate 2
Ambition — Drow



Choose one:
- +
- At end of turn, **promote** another card played this turn.

"Greed, avarice, and power: three languages I understand well."

1 2

© 2016 Wizards

Advocate 2
Ambition — Drow



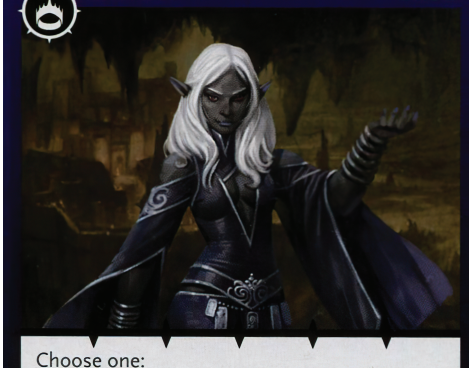
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"Greed, avarice, and power: three languages I understand well."

1 2

© 2016 Wizards

Advocate 2
Ambition — Drow



Choose one:
- +
- At end of turn, **promote** another card played this turn.

"Greed, avarice, and power: three languages I understand well."

1 2

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Advance Scout 3
Conquest — Drow



Supplant a white troop.

They infiltrate the web of drow society without disturbing a single strand.

1 3

© 2016 Wizards

Advance Scout 3
Conquest — Drow



Supplant a white troop.

They infiltrate the web of drow society without disturbing a single strand.

1 3

© 2016 Wizards

Advance Scout 3
Conquest — Drow



Supplant a white troop.

They infiltrate the web of drow society without disturbing a single strand.

1 3

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Umber Hulk 4
Conquest — Monstrosity



Deploy 3 troops.
If an opponent causes you to discard this, they must discard a card.

Those lucky enough to survive an umber hulk attack often remember precious little of the incident, thanks to the umber hulk's mind-scrambling gaze.

2 4

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Umber Hulk 4

Conquest — Monstrosity



Deploy 3 troops.
If an opponent causes you to discard this, they must discard a card.

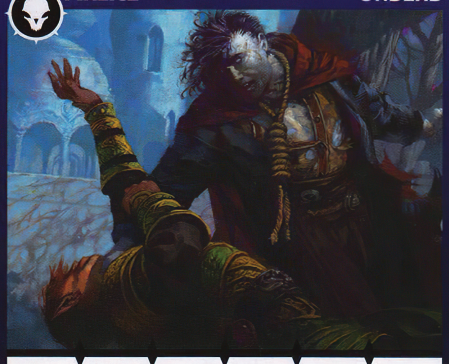
Those lucky enough to survive an umber hulk attack often remember precious little of the incident, thanks to the umber hulk's mind-scrambling gaze.

2 4

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Revenant 4

Malice — Undead



Assassinate two troops. Then, if you have 8 or more troops in your trophy hall, **promote** this card.

They have one year to either taste sweet vengeance or crumble to dust.

1 4

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Carrion Crawler 2

Malice — Monstrosity



+ (3)
Devour a card in the market. Instead of replacing it with the top card from the market deck, replace it with this card.

"I love the big grubbers: they eat the dead and they're easy to outrun!" – Lippo, derro sage

0 2

© 2017 Wizards

Carrion Crawler 2

Malice — Monstrosity



+ (3)
Devour a card in the market. Instead of replacing it with the top card from the market deck, replace it with this card.

"I love the big grubbers: they eat the dead and they're easy to outrun!" – Lippo, derro sage

0 2

© 2017 Wizards

Flesh Golem 3

Malice — Construct



+ (2)
Devour this card ▸ + **Assassinate** a troop.

An earth spirit bound by frail flesh and bone; no wonder its existence is fury.

1 3

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Flesh Golem 3

Malice — Construct



+ (2)
Devour this card ▸ + **Assassinate** a troop.

An earth spirit bound by frail flesh and bone; no wonder its existence is fury.

1 3

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Minotaur Skeleton 3

Conquest — Undead



Choose one:
- **Deploy** three troops.
- **Devour** this card ▸ **Assassinate** up to three white troops at a single site.

"Any bones will do. The bigger the better."
– Hommet Shaw

1 3

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Minotaur Skeleton 3

Conquest — Undead



Choose one:
- **Deploy** three troops.
- **Devour** this card ▸ **Assassinate** up to three white troops at a single site.

"Any bones will do. The bigger the better."
– Hommet Shaw

1 3

© 2017 Wizards

Necromancer 5

Ambition — Human



Choose one:
- + (3)
- **Promote** this card, or a card from your hand or discard pile.

"Kill me, then. I'll only come back stronger."

1 4

© 2017 Wizards

Necromancer 5

Ambition — Human



Choose one:
- +
- **Promote** this card, or a card from your hand or discard pile.

"Kill me, then. I'll only come back stronger."

1 4

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High Priest of Myrkul 6

Ambition — Human



Return another player's troop or spy.
At end of turn, you may **promote** any number of Undead cards played this turn.

"Death is only the beginning."

3 6

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Lich 7

Guile — Undead



Place a spy. If another player's troop is at that site, take up to 2 troops from their trophy hall and **deploy** them.

Every graveyard is his barracks, and every defeat a temporary setback.

4 7

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Ogre Zombie 4

Conquest — Undead



Supplant a white troop anywhere on the board.

"The enemy may be strong, but soon that strength will be ours to command."
– Valindra Shadowmantle

2 4

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Ogre Zombie 4

Conquest — Undead



Supplant a white troop anywhere on the board.

"The enemy may be strong, but soon that strength will be ours to command."
– Valindra Shadowmantle

2 4

© 2017 Wizards

Wraith 2

Guile — Undead



Place a spy.
Devour this card ▸ **Assassinate** a troop at that spy's site.

Only their hatred still binds them to this plane. Pray they never direct it upon you.

0 1

© 2017 Wizards

Wraith 2

Guile — Undead



Place a spy.
Devour this card ▸ **Assassinate** a troop at that spy's site.

Only their hatred still binds them to this plane. Pray they never direct it upon you.

0 1

© 2017 Wizards

Skeletal Horde 2

Conquest — Undead



Deploy 2 troops.
Devour this card ▸ **Deploy** 3 troops

They heed the summons of spellcasters who call them from their stony tombs and ancient battlefields, or rise of their own accord in places saturated with death and loss

1 2

© 2017 Wizards

Skeletal Horde 2

Conquest — Undead



Deploy 2 troops.
Devour this card ▸ **Deploy** 3 troops

They heed the summons of spellcasters who call them from their stony tombs and ancient battlefields, or rise of their own accord in places saturated with death and loss

1 2

© 2017 Wizards

Skeletal Horde 2

Conquest — Undead



Deploy 2 troops.
Devour this card ▸ **Deploy** 3 troops

They heed the summons of spellcasters who call them from their stony tombs and ancient battlefields, or rise of their own accord in places saturated with death and loss

1 2

© 2017 Wizards

Vampire 7

Ambition — Undead



Choose one:
- **Supplant** a troop.
- **Promote** a card from your discard pile, then gain 1 VP for every 3 cards in your inner circle.

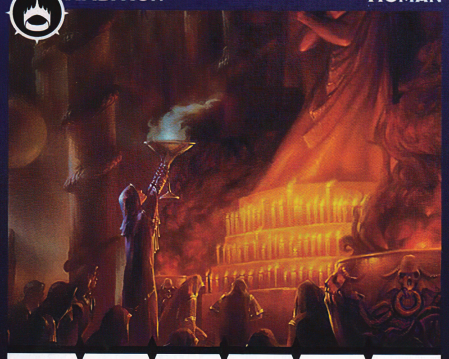
"Give in to me, my dear, and you shall live forever by my side."

4 7

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Cultist of Myrkul 2

Ambition — Human



Choose one:
- + ◉ ◉
- **Devour** this card ▸ at end of turn, **promote** up to 2 other cards played this turn.

In life or death, we will all serve him.

1 2

© 2017 Wizards

Cultist of Myrkul 2

Ambition — Human



Choose one:
- + ◉ ◉
- **Devour** this card ▸ at end of turn, **promote** up to 2 other cards played this turn.

In life or death, we will all serve him.

1 2

© 2017 Wizards

Cultist of Myrkul 2

Ambition — Human



Choose one:
- + ◉ ◉
- **Devour** this card ▸ at end of turn, **promote** up to 2 other cards played this turn.

In life or death, we will all serve him.

1 2

© 2017 Wizards

Ravenous Zombies 3

Conquest — Undead



+ ◉
Assassinate a white troop.

Their will has been torn away and all that remains is their insatiable hunger.

1 2

© 2017 Wizards

Ravenous Zombies 3

Conquest — Undead



+ ◉
Assassinate a white troop.

Their will has been torn away and all that remains is their insatiable hunger.

1 2

© 2017 Wizards

Mummy Lord 6

Conquest — Undead



Choose 2 times:
- **Assassinate** a white troop.
- Take a white troop from any trophy hall and **deploy** it anywhere on the board.

His empire will rise again.

3 6

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Wight 3

Malice — Undead



Choose one:
- + ◉ ◉
- **Devour** a card in your hand ▸ **Supplant** a troop.

In return for waging eternal war upon the living, these mortals are granted undeath.

1 3

© 2017 Wizards

Wight 3

Malice — Undead



Choose one:
- + (Malice) (Malice)
- **Devour** a card in your hand ▸ **Supplant** a troop.

In return for waging eternal war upon the living, these mortals are granted undeath.

1 3

© 2017 Wizards

Wight 3

Malice — Undead



Choose one:
- + (Malice) (Malice)
- **Devour** a card in your hand ▸ **Supplant** a troop.

In return for waging eternal war upon the living, these mortals are granted undeath.

1 3

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Wight 3

Malice — Undead



Choose one:
- + (Malice) (Malice)
- **Devour** a card in your hand ▸ **Supplant** a troop.

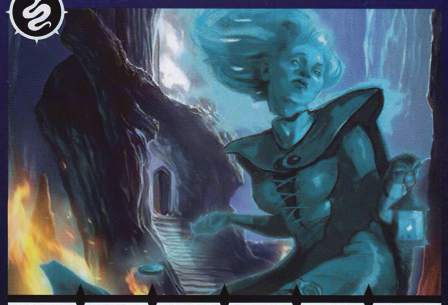
In return for waging eternal war upon the living, these mortals are granted undeath.

1 3

© 2017 Wizards

Ghost 3

Guile — Undead



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ For the rest of your turn treat the top card of the devoured deck as if it was in the market.

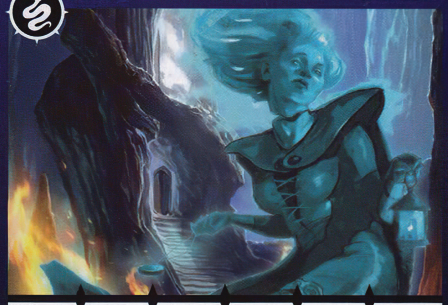
Sometimes, killing your enemies isn't as final as it seems.

1 3

© 2017 Wizards

Ghost 3

Guile — Undead



Choose one:
- **Place** a spy.
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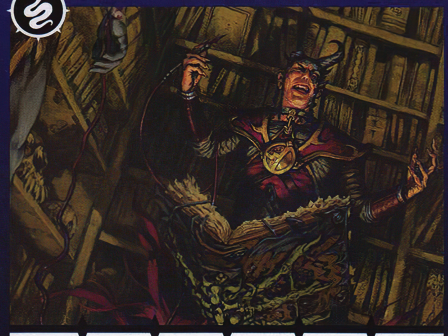
Sometimes, killing your enemies isn't as final as it seems.

1 3

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Conjurer 5

Guile — Human



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ **Recruit** up to 2 cards that each costs 3 or less without paying its cost.

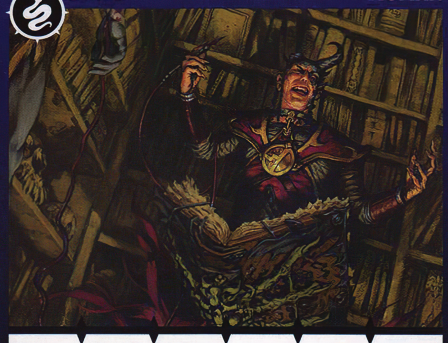
Plenty more where that came from.

2 3

© 2017 Wizards

Conjurer 5

Guile — Human



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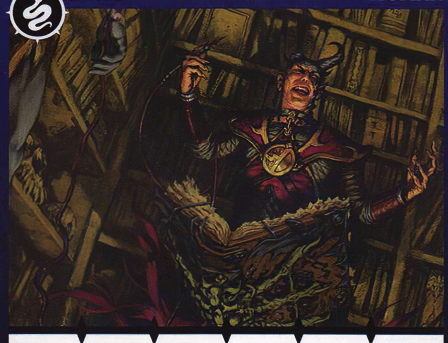
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© 2017 Wizards

Conjurer 5

Guile — Human



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Plenty more where that came from.

2 3

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Death Knight 6

Malice — Undead



Supplant a troop.
Gain 1 VP for every 5 player troops in your trophy hall.

Either flee now, or join him. To choose to fight, is to choose to die.

3 7

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Vampire Spawn 2

Ambition — Undead



+

Return another player's troop or spy.

Known for their ravenous hunger for blood, no creature would willingly share the dark with a vampire's spawn.

1 3

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Vampire Spawn 2

Ambition — Undead



+

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Known for their ravenous hunger for blood, no creature would willingly share the dark with a vampire's spawn.

1 3

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Vampire Spawn 2

Ambition — Undead



+

Return another player's troop or spy.

Known for their ravenous hunger for blood, no creature would willingly share the dark with a vampire's spawn.

1 3

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Banshee 4

Guile — Undead



Place a spy. If another player's spy is at that site, gain .

Where a banshee makes her home, no mortal soul is welcome.

2 4

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Banshee 4

Guile — Undead



Place a spy. If another player's spy is at that site, gain .

Where a banshee makes her home, no mortal soul is welcome.

2 4

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Spectator 4

Malice — Aberration



+

"If you were ripped from your home plane and forced to guard something for 101 years, you'd go a little mad too." – Volothamp Geddarm

2 3

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Spectator 4

Malice — Aberration



+

"If you were ripped from your home plane and forced to guard something for 101 years, you'd go a little mad too." – Volothamp Geddarm

2 3

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Spectator 4

Malice — Aberration



+

"If you were ripped from your home plane and forced to guard something for 101 years, you'd go a little mad too." – Volothamp Geddarm

2 3

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Gauth 3

Malice — Aberration



Choose one:

- +
- Draw a card. Choose one opponent with more than 3 cards to discard a card.

If you value something, don't let a gauth see it.

2 3

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Gauth 3

Malice — Aberration



Choose one:
- +
- Draw a card. Choose one opponent with more than 3 cards to discard a card.

If you value something, don't let a gauth see it.

2 3

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Mindwitness 3

Malice — Aberration



Assassinate a troop. If that troop belonged to another player and they have more than 3 cards, they must discard a card.

"A beholder enslaved by mind flayers. Can you imagine the horrors that could be unleashed?" – Elminster Aumar

1 3

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Mindwitness 3

Malice — Aberration



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Mindwitness 3

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"A beholder enslaved by mind flayers. Can you imagine the horrors that could be unleashed?" – Elminster Aumar

1 3

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Beholder 5

Malice — Aberration



Assassinate a troop.
Gain for every 3 troops in your trophy hall.

"Negotiating with a beholder is a task so dangerous, it is second only to spying on a Matron Mother." – Jarlaxle Baenre

3 6

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Cranium Rats 2

Conquest — Beast



Deploy 2 troops.
Choose one opponent with more than 3 cards to discard a card.

A seed of malevolent intellect lurking in each rat, waiting for them to gather together.

1 3

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Cranium Rats 2

Conquest — Beast



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Conquest — Beast



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Choose one opponent with more than 3 cards to discard a card.

A seed of malevolent intellect lurking in each rat, waiting for them to gather together.

1 3

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Death Tyrant 7

Malice — Aberration



Assassinate up to 3 troops at a single site. For each troop removed gain .

Nothing is worse than a beholder having nightmares about its mortality.

3 6

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Grimlock 1

Conquest — Grimlock



Deploy a troop.
If an opponent causes you to discard this, draw 2 cards.

Destined to be born, live their lives, and then die in service to higher beings.

0 1

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Grimlock 1

Conquest — Grimlock



Deploy a troop.
If an opponent causes you to discard this, draw 2 cards.

Destined to be born, live their lives, and then die in service to higher beings.

0 1

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Quaggoth 5

Conquest — Quaggoth



Assassinate one white troop for each site you control.

They maul their foes in a frenzy, becoming even more murderous in the face of death.

2 4

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Quaggoth 5

Conquest — Quaggoth



Assassinate one white troop for each site you control.

They maul their foes in a frenzy, becoming even more murderous in the face of death.

2 4

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Neogi 7

Conquest — Aberration



Deploy 4 troops.
At end of turn, each opponent must discard a card.

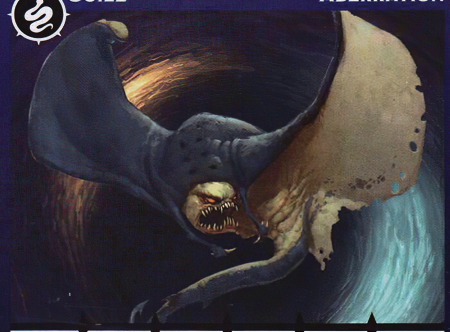
Mind-controlling creatures from another plane that seek to enslave everything, even their own kind.

4 8

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Cloaker 2

Guile — Aberration



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ **Assassinate** a troop at that spy's site.

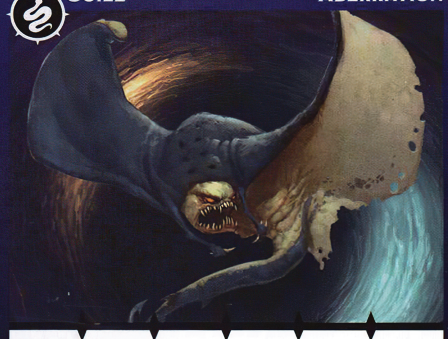
"If you see a leather cape on the ground, stab it. Trust me." - Brawlwin Chainminer

1 3

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Cloaker 2

Guile — Aberration



Choose one:
- **Place** a spy.
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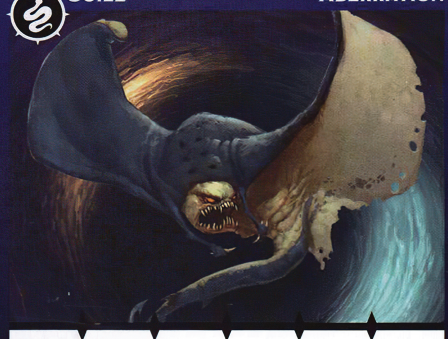
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Guile — Aberration



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"If you see a leather cape on the ground, stab it. Trust me." - Brawlwin Chainminer

1 3

© 2017 Wizards

Nothic 3

Guile — Aberration



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ Draw a card. Each opponent with more than 3 cards must discard a card.

"You know something good. Something secret. I can see it, yes, yessss..."

1 3

© 2017 Wizards

Nothic 3

Guile — Aberration



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ Draw a card. Each opponent with more than 3 cards must discard a card.

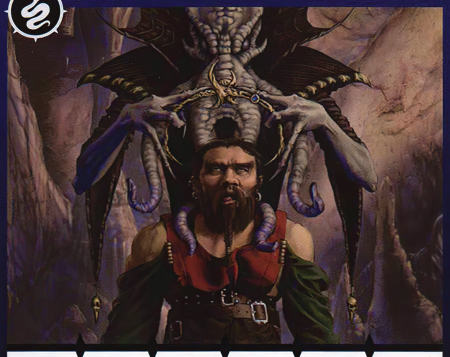
"You know something good. Something secret. I can see it, yes, yessss..."

1 3

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Brainwashed Slave 4

Guile — Aberration



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ + (2)

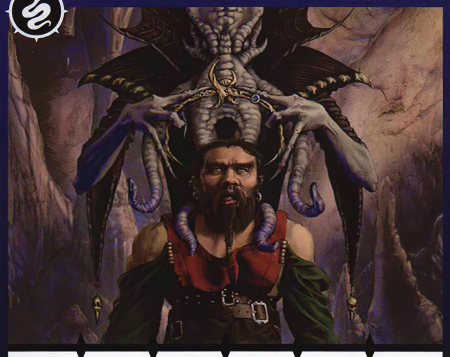
It's mind belongs to something else. Something terrifying.

2 3

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Brainwashed Slave 4

Guile — Aberration



Choose one:
- **Place** a spy.
- **Return** one of your spies ▸ + (2)

It's mind belongs to something else. Something terrifying.

2 3

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Chuul 3

Guile — Aberration



Place a spy. Each opponent who has a troop at that spy's site and more than 3 cards, must discard a card.

They follow the ingrained directives of their creators, as they have done since the dawn of time.

1 4

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Chuul 3

Guile — Aberration



Place a spy. Each opponent who has a troop at that spy's site and more than 3 cards, must discard a card.

They follow the ingrained directives of their creators, as they have done since the dawn of time.

1 4

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Aboleth 7

Guile — Aberration



Choose one
- **Place** 2 spies.
- Draw a card for each spy you have on the board.

Ancient and unknowable, these creatures will only accept complete submission.

4 7

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Ambassador 3

Ambition — Illithid



At end of turn, **promote** another card played this turn.
If an opponent causes you to discard this, you may **promote** it instead.

It is important to forge new alliances, no matter how tenuous.

1 3

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Ambassador 3

Ambition — Illithid



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If an opponent causes you to discard this, you may **promote** it instead.

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Ambition — Illithid



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1 3

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Ambassador 3

Ambition — Illithid



At end of turn, **promote** another card played this turn.
If an opponent causes you to discard this, you may **promote** it instead.

It is important to forge new alliances, no matter how tenuous.

1 3

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Intellect Devourer 4

Ambition — Aberration



Choose one:
- +
- **Return** up to two troops or spies.

Why fight your enemies, when you can so easily change their mind?

1 3

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Intellect Devourer 4

Ambition — Aberration



Choose one:
- +
- **Return** up to two troops or spies.

Why fight your enemies, when you can so easily change their mind?

1 3

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Puppeteer 5

Ambition — Illithid



+
At end of turn, **promote** another card played this turn.

Sometimes you don't want to see who's pulling the strings.

2 6

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Puppeteer 5

Ambition — Illithid



+
At end of turn, **promote** another card played this turn.

Sometimes you don't want to see who's pulling the strings.

2 6

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Ulitharid 6

Ambition — Illithid



Play a card in the market that costs 4 or less as if it was in your hand, then **devour** that card.

A rare illithid whose power and ambition rivals an elder brain.

3 6

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Elder Brain 7

Ambition — Aberration



Promote the top card of your deck.
Play a card from your inner-circle as if it were in your hand, then return it to your inner-circle.

It eagerly feasts on the brains of its illithid supplicants who desire to achieve "oneness" with their master.

4 9

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Priestess of Lolth 2

Obedience — Drow



+

Having been chosen for their devotion to Lolth, they now execute her will.

CORE

1 2

© 2016 Wizards

Priestess of Lolth 2

Obedience — Drow



+

Having been chosen for their devotion to Lolth, they now execute her will.

CORE

1 2

© 2016 Wizards

Priestess of Lolth 2

Obedience — Drow



+ ◈ ◈

Having been chosen for their devotion to Lolth, they now execute her will.

1 2

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Priestess of Lolth 2

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+ ◈ ◈

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MINION

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