





1	MASTER OF PUPPETRY	4	2	HOODED MANTIS	4	5	INKBLOOD BANSHEE	2	2	SHADOW SCORPION	3
 <p>Master of Puppetry's Strength is equal to the Strength of any player's Champion.</p> <p>Champion Support</p> <p>Add 1 damage counter to your Champion to add 2 damage counters to any player's Champion.</p>		 <p>Roll 1d6. On 6, Hooded Mantis gains 2 Strength.</p> <p>Champion Support</p> <p>Spend 1MP to remove 1 damage counter from your Champion.</p>		 <p>Inkblood Banshee cannot precise attack.</p> <p>Champion Support</p> <p>Your Champion cannot be precise attacked.</p>		 <p>When your Champion is precise attacked, spend 1MP to reduce the damage by 1.</p> <p>Champion Support</p> <p>Spend 1MP to add 1 bane token to any player's Hero.</p>					

EXILED LEGENDS

Print-and-play version

1	GREMLIN INFILTRATOR	4	2	MASKED MERCENARY	3	2	COLD-BLOODED SIREN	3	3	FLOODBURST BEHEMOTH	4
 <p>Add 1 damage counter to one of any player's Supports.</p> <p>Champion Support</p> <p>Rearrange the top 2 cards of the Sphere deck.</p>		 <p>When Masked Mercenary attacks, roll 1d6. On 5-6, it gains 2 Strength.</p> <p>Champion Support</p> <p>When your Champion is attacked, roll 1d6. On 6, negate the damage.</p>		 <p>Spend 1MP to switch with one of that player's Supports.</p> <p>Champion Support</p> <p>Spend 1MP to add 1 damage counter to one of any player's Supports.</p>		 <p>When Floodburst Behemoth mass attacks, it gains 1 Strength.</p> <p>Champion Support</p> <p>When your Champion attacks, its damage cannot be reduced or negated.</p>					