

Deck Card

Name: Songdu Starter Deck

Factions: Songdu

Author: Empire Card Game

Notes:

Core Mechanics

Battalion: Your low-tier units gain additional effects when fighting alongside high-tier units.

Flank: Wait to commit your flanking units and send them where they're needed most.

IV Nightstar Paragon Songdu

6



5 Unit **5**

Good Pile Games 2025 BoTF \ \ + S - D2 Proxy

Stalwart: This unit is immune to enemy tactics.
Flank: At the start of the battle phase, if this unit is ready, you may advance it into a frontier.
Execute — Maneuver, C: This unit strikes an enemy unit without Execute in this frontier.

I Tilsi Astronomer Songdu

3



1 Unit **4**

Good Pile Games 2025 BoTF \ \ + S - D5 Proxy

When you deploy Tilsi Astronomer, Plan 2.

Plan 2: Look at the top 2 cards of your army deck. Put any number on the bottom and the rest on top in any order.

I Tilsi Astronomer Songdu

3



1 Unit **4**

Good Pile Games 2025 BoTF \ \ + S - D5 Proxy

When you deploy Tilsi Astronomer, Plan 2.

Plan 2: Look at the top 2 cards of your army deck. Put any number on the bottom and the rest on top in any order.

I Shields of N'thalla Songdu

2



1 Unit **3**

Good Pile Games 2025 BoTF \ \ + S - D5 Proxy

Guard: This unit must be assigned combat damage before units without Guard.

Within the empire's body they uphold the silent order, so that its hand may extend across the world.

I Shields of N'thalla Songdu

2



1 Unit **3**

Good Pile Games 2025 BoTF \ \ + S - D5 Proxy

Guard: This unit must be assigned combat damage before units without Guard.

Within the empire's body they uphold the silent order, so that its hand may extend across the world.

I Young Noble Songdu

2



2 Unit **2**

Good Pile Games 2025 BoTF \ \ + S - D5 Proxy

Pay 4♣: Promote Young Noble.

Promote: Promoted units have +1/+1 and are one tier higher. A unit can only be Promoted once.

I Young Noble Songdu

2



2 Unit **2**

Good Pile Games 2025 BoTF \ \ + S - D5 Proxy

Pay 4♣: Promote Young Noble.

Promote: Promoted units have +1/+1 and are one tier higher. A unit can only be Promoted once.

I Iru's Vanguard Songdu

1



1 Unit **1**

Good Pile Games 2025 BoTF \ \ + S - D5 Proxy

Battalion — As long as Iru's Vanguard is in a frontier with an allied unit with higher tier, it has +1/+0 for each tier that unit is above Iru's Vanguard.

Iru's Vanguard Songdu

I

1

Battalion — As long as Iru's Vanguard is in a frontier with an allied unit with higher tier, it has +1/+0 for each tier that unit is above Iru's Vanguard.

1 **1**

Unit S - D5 Proxy

Good Pile Games 2025 BoTF \ \ +

Scout Infantry Songdu

I

1

Whenever you advance Scout Infantry, Plan 1.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

1 **1**

Unit S - D5 Proxy

Good Pile Games 2025 BoTF \ \ +

Scout Infantry Songdu

I

1

Whenever you advance Scout Infantry, Plan 1.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

1 **1**

Unit S - D5 Proxy

Good Pile Games 2025 BoTF \ \ +

Iru's Command Songdu

III

5

Allied units get +1/+1 until replenishment. You gain morale equal to the number of frontiers you are fielding units in.

Battle Tactic

1 **1**

Battle Tactic S - D3 Proxy

Good Pile Games 2025 BoTF \ \ +

Victuals Songdu

II

1

Ready and advance an allied unit.

Battle Tactic

1 **1**

Battle Tactic S - D4 Proxy

Good Pile Games 2025 BoTF \ \ +

The Night Tower Songdu

IV

4

Allied units in this frontier have **Infiltrate**.
Progress — Allied units in this frontier get +1/+1 for each progress counter on The Night Tower until replenishment.
Completion 3 — You may put an allied unit on the bottom of your army deck to deal damage equal to that card's tier to all enemy units.

Infiltrate: When advancing, this unit deals excess damage as though you were occupying this frontier.

Unique Monument

1 **1**

Unique Monument S - D1 Proxy

Good Pile Games 2025 BoTF \ \ +

Treasury Chamber Songdu

II

4

Progress — Draw a card.
Completion 3 — The first unit you deploy during the next round gains **Charge** until replenishment.

Charge: This unit enters play ready.

Monument

1 **1**

Monument S - D4 Proxy

Good Pile Games 2025 BoTF \ \ +

Nightsky Observatory Songdu

I

3

Progress — Plan 1.
Completion 3 — Summon 2 Conscripts.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Monument

1 **1**

Monument S - D5 Proxy

Good Pile Games 2025 BoTF \ \ +

High Priestess N'Thalla Songdu

IV

5

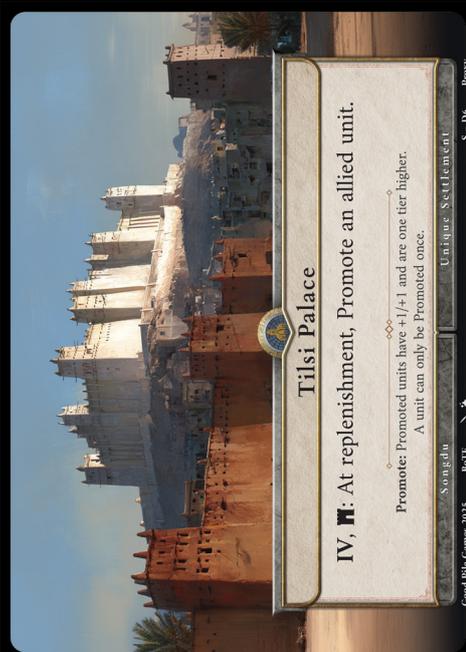
When you deploy N'Thalla, exert up to 3 enemy units.
Maneuver, ©: Promote up to 3 other allied units in this frontier.
Other allied units in this frontier have **Guard**.

Promote: Promoted units have +1/+1 and are one tier higher. A unit can only be Promoted once.
Guard: This unit must be assigned combat damage before units without Guard.

3 **3**

Unique Unit S - D1 Proxy

Good Pile Games 2025 BoTF \ \ +



Tilisi Palace

IV, M: At replenishment, Promote an allied unit.

Promote: Promoted units have +1/+1 and are one tier higher. A unit can only be Promoted once.

Songdu Unique Settlement S - D6 Proxy



Tunnel Network

M: At the start of the battle phase, you may move an allied token unit from another frontier into this frontier.

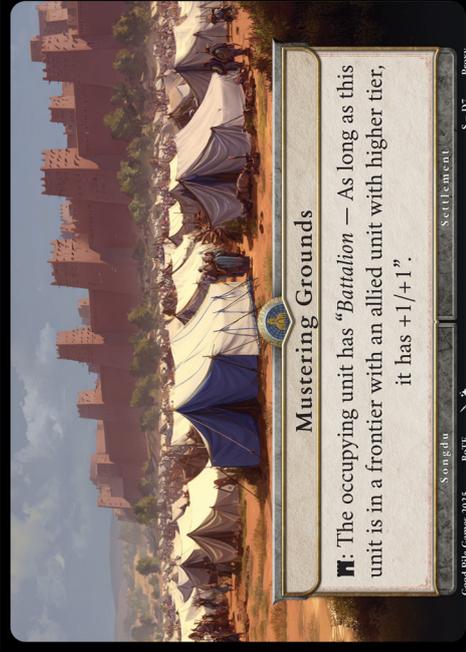
Songdu Settlement S - D7 Proxy



Tunnel Network

M: At the start of the battle phase, you may move an allied token unit from another frontier into this frontier.

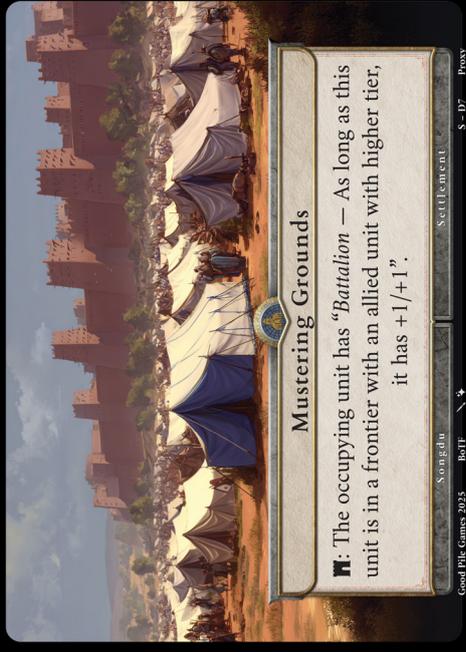
Songdu Settlement S - D7 Proxy



Mustering Grounds

M: The occupying unit has "Battalion" — As long as this unit is in a frontier with an allied unit with higher tier, it has +1/+1."

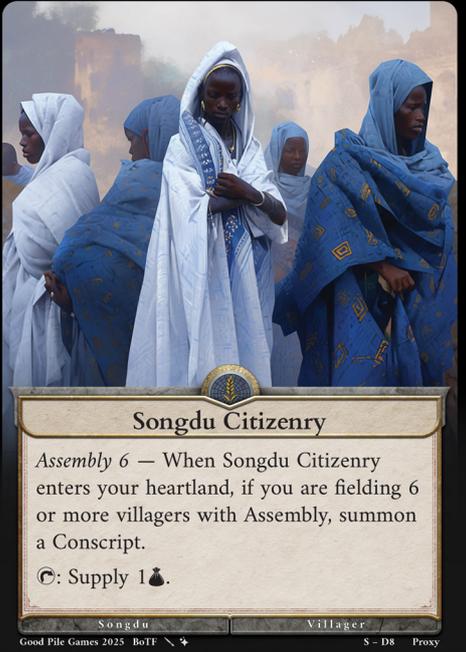
Songdu Settlement S - D7 Proxy



Mustering Grounds

M: The occupying unit has "Battalion" — As long as this unit is in a frontier with an allied unit with higher tier, it has +1/+1."

Songdu Settlement S - D7 Proxy



Songdu Citizenry

Assembly 6 — When Songdu Citizenry enters your heartland, if you are fielding 6 or more villagers with Assembly, summon a Conscript.

☉: Supply 1♠.

Songdu Villager S - D8 Proxy



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☉: Supply 1 ♠.

Songdu

Villager

Good Pile Games 2025 BoTF

S - D8 Proxy



Peasants

Assembly 3 — When Peasants enters your heartland, if you are fielding 3 or more villagers with Assembly, Plan 1.

☉: Supply 1 ♠.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Neutral

Villager

Good Pile Games 2025 Tow

S - D9 Proxy



Peasants

Assembly 3 — When Peasants enters your heartland, if you are fielding 3 or more villagers with Assembly, Plan 1.

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Neutral

Villager

Good Pile Games 2025 Tow

S - D9 Proxy



Peasants

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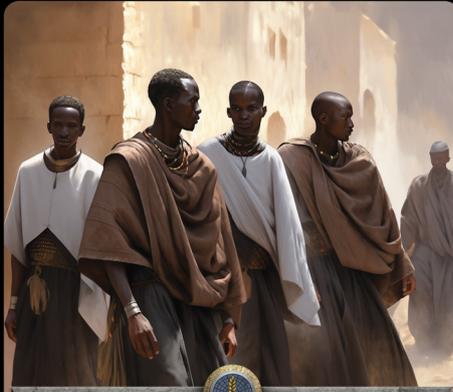
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Good Pile Games 2025 Tow

S - D9 Proxy



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Good Pile Games 2025 Tow

S - D9 Proxy



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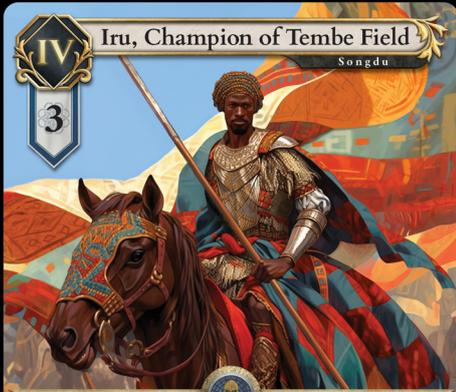
Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Neutral

Villager

Good Pile Games 2025 Tow

S - D9 Proxy



Iru, Champion of Tembe Field

Songdu

3

Flank: At the start of the battle phase, if this unit is ready, you may advance it into a frontier. Whenever you advance Iru into a frontier, you may ready any number of units in your heartland and advance them into that frontier.

5

Unique Unit

4

Good Pile Games 2025 BoTF

S - D1 Proxy



Songdu Field Marshal

Songdu

5

When you deploy Songdu Field Marshal, summon 2 Conscripts.

Allied tokens in this frontier have **Guard**.

☼: At replenishment, summon a Conscript.

Guard: This unit must be assigned combat damage before units without Guard.

1

Unit

1

Good Pile Games 2025 BoTF

S - D3 Proxy



Songdu Field Marshal

Songdu

5

When you deploy Songdu Field Marshal, summon 2 Conscripts.

Allied tokens in this frontier have **Guard**.

☼: At replenishment, summon a Conscript.

Guard: This unit must be assigned combat damage before units without Guard.

1

Unit

1

Good Pile Games 2025 BoTF

S - D3 Proxy

N'Thalla's Oracle
Songdu

3



When you deploy N'Thalla's Oracle, Plan 3, then draw a card.

Plan 3: Look at the top 3 cards of your army deck. Put any number on the bottom and the rest on top in any order.

2 3

Unit

Good Pile Games 2025 BoTF \ \ \ \ \ S - D3 Proxy

N'Thalla's Oracle
Songdu

3



When you deploy N'Thalla's Oracle, Plan 3, then draw a card.

Plan 3: Look at the top 3 cards of your army deck. Put any number on the bottom and the rest on top in any order.

2 3

Unit

Good Pile Games 2025 BoTF \ \ \ \ \ S - D3 Proxy

Levied Spearmen
Songdu

4



When you deploy Levied Spearmen, summon a Conscript.

Gorefroth's onslaught shattered the Songdu host, leaving their commanders with little choice but to fill the ranks with conscripts.

2 2

Unit

Good Pile Games 2025 BoTF \ \ \ \ \ S - D4 Proxy

Levied Spearmen
Songdu

4



When you deploy Levied Spearmen, summon a Conscript.

Gorefroth's onslaught shattered the Songdu host, leaving their commanders with little choice but to fill the ranks with conscripts.

2 2

Unit

Good Pile Games 2025 BoTF \ \ \ \ \ S - D4 Proxy

Dauntless Lancer
Songdu

3



F flank: At the start of the battle phase, if this unit is ready, you may advance it into a frontier.

Battalion — As long as Dauntless Lancer is in a frontier with an allied unit with higher tier, it has **Guard**.

Guard: This unit must be assigned combat damage before units without Guard.

3 2

Skirmisher Unit

Good Pile Games 2025 BoTF \ \ \ \ \ S - D4 Proxy

Dauntless Lancer
Songdu

3



F flank: At the start of the battle phase, if this unit is ready, you may advance it into a frontier.

Battalion — As long as Dauntless Lancer is in a frontier with an allied unit with higher tier, it has **Guard**.

Guard: This unit must be assigned combat damage before units without Guard.

3 2

Skirmisher Unit

Good Pile Games 2025 BoTF \ \ \ \ \ S - D4 Proxy

Venerated Orator
Songdu

2



When you deploy Venerated Orator, draw a card.

At the start of the battle phase, another allied unit in this frontier gets +1/+1 and gains **Guard** until replenishment.

Guard: This unit must be assigned combat damage before units without Guard.

0 2

Unit

Good Pile Games 2025 BoTF \ \ \ \ \ S - D4 Proxy

Venerated Orator
Songdu

2



When you deploy Venerated Orator, draw a card.

At the start of the battle phase, another allied unit in this frontier gets +1/+1 and gains **Guard** until replenishment.

Guard: This unit must be assigned combat damage before units without Guard.

0 2

Unit

Good Pile Games 2025 BoTF \ \ \ \ \ S - D4 Proxy

Songdu Outriders
Songdu

3



F flank: At the start of the battle phase, if this unit is ready, you may advance it into a frontier.

2 2

Unit

Good Pile Games 2025 BoTF \ \ \ \ \ S - D5 Proxy

1 **Songdu Outriders** Songdu

3

Flank: At the start of the battle phase, if this unit is ready, you may advance it into a frontier.

2 **Unit** **2**

Good Pile Games 2025 BoTF \ \ + S - D5 Proxy

1 **Conscript** Songdu

3

2 **Token Unit** **2**

Good Pile Games 2025 BoTF \ \ + T Proxy

1 **Conscript** Songdu

3

2 **Token Unit** **2**

Good Pile Games 2025 BoTF \ \ + T Proxy

1 **Conscript** Songdu

3

2 **Token Unit** **2**

Good Pile Games 2025 BoTF \ \ + T Proxy

1 **Conscript** Songdu

3

2 **Token Unit** **2**

Good Pile Games 2025 BoTF \ \ + T Proxy

1 **Conscript** Songdu

3

2 **Token Unit** **2**

Good Pile Games 2025 BoTF \ \ + T Proxy

1 **Conscript** Songdu

3

2 **Token Unit** **2**

Good Pile Games 2025 BoTF \ \ + T Proxy

1 **Conscript** Songdu

3

2 **Token Unit** **2**

Good Pile Games 2025 BoTF \ \ + T Proxy

1 **Conscript** Songdu

3

2 **Token Unit** **2**

Good Pile Games 2025 BoTF \ \ + T Proxy

Deck Card

Name: Lyria Starter Deck
Factions: Lyria
Author: Empire Card Game
Notes:

Core Mechanics

Reverence: Gain powerful effects when your graveyard is filled with cards with all four tiers.

Consume: Have your demons eat something as you deploy them to make them much, much stronger.

IV Gorefroth, the Unchained
Lyria



8

Whenever you advance Gorefroth into a frontier, you may retreat an enemy unit there.
Whenever you advance Gorefroth into an unoccupied frontier, it occupies that frontier.
At the start of the battle phase, sacrifice all other allied units in this frontier.

8 Unique Unit 8

Good Pile Games 2025 BoTF \ \ \ \ S - D1 Proxy

IV Sana, Deathless Sovereign
Lyria



5

When you deploy Sana, deploy a tier-I unit, a tier-II unit, and a tier-III unit from your graveyard for free.

3 Unique Unit 3

Good Pile Games 2025 BoTF \ \ \ \ S - D1 Proxy

IV Doom Screecher
Lyria



5

II - Stratagem: Discard Doom Screecher and sacrifice a unit to return another unit from your graveyard to your hand.
Consume: When you deploy this unit, you may sacrifice another unit to Sate this unit.
Sated: Sated units have +2/+2. A unit can only be Sated once.

5 Unit 5

Good Pile Games 2025 BoTF \ \ \ \ S - D2 Proxy

IV Doom Screecher
Lyria



5

II - Stratagem: Discard Doom Screecher and sacrifice a unit to return another unit from your graveyard to your hand.
Consume: When you deploy this unit, you may sacrifice another unit to Sate this unit.
Sated: Sated units have +2/+2. A unit can only be Sated once.

5 Unit 5

Good Pile Games 2025 BoTF \ \ \ \ S - D2 Proxy

III Kond, Butcher of Orvengrad
Lyria



6

Ransack - Whenever Kond deals damage to an opponent, they sacrifice a unit.
Tireless: This unit still deals combat damage while exerted.

6 Unique Unit 5

Good Pile Games 2025 BoTF \ \ \ \ S - D1 Proxy

III Skrogwurm
Lyria



5

You may deploy Skrogwurm during the battle phase.
Consume: When you deploy this unit, you may sacrifice another unit to Sate this unit.
When Skrogwurm consumes a unit in a frontier, ready Skrogwurm and advance it into that frontier, occupying it if the consumed unit was occupying.
Sated: Sated units have +2/+2. A unit can only be Sated once.

3 Unit 3

Good Pile Games 2025 BoTF \ \ \ \ S - D3 Proxy

III Lyrian Arch-Bishop
Lyria



4

When you deploy Lyrian Arch-Bishop, Waste 3.
Reverence - If there are 4 or more different tiers among cards in your graveyard when you deploy Lyrian Arch-Bishop, you may deploy a unit with supply cost 3 or less from your graveyard for free.
Waste 3: Put the top 3 cards of your army deck into your graveyard.

2 Unit 2

Good Pile Games 2025 BoTF \ \ \ \ S - D3 Proxy

III Lyrian Arch-Bishop
Lyria



4

When you deploy Lyrian Arch-Bishop, Waste 3.
Reverence - If there are 4 or more different tiers among cards in your graveyard when you deploy Lyrian Arch-Bishop, you may deploy a unit with supply cost 3 or less from your graveyard for free.
Waste 3: Put the top 3 cards of your army deck into your graveyard.

2 Unit 2

Good Pile Games 2025 BoTF \ \ \ \ S - D3 Proxy

Deathless Procession
Lyria

III
3

M: At replenishment, you may return a unit from your graveyard to your hand.

Through ruined streets and blighted fields her disciples march, whispering that life itself is a curse to be denied.

3 Unit 3

Good Pile Games 2025 BoTF \ \ \ \ S - D3 Proxy

Deathless Procession
Lyria

III
3

M: At replenishment, you may return a unit from your graveyard to your hand.

Through ruined streets and blighted fields her disciples march, whispering that life itself is a curse to be denied.

3 Unit 3

Good Pile Games 2025 BoTF \ \ \ \ S - D3 Proxy

Captain of Vyzhne
Lyria

III
3

Slayer — Whenever Captain of Vyzhne kills one or more units, summon a Veteran. Allied tokens in this frontier have **Tireless**.

Tireless: This unit still deals combat damage while exerted.

3 Unit 3

Good Pile Games 2025 BoTF \ \ \ \ S - D3 Proxy

Knight of Remembrance
Lyria

II
7

Knight of Remembrance's supply cost is reduced by 1 for each tier among cards in your graveyard.

Tireless: This unit still deals combat damage while exerted.

5 Unit 4

Good Pile Games 2025 BoTF \ \ \ \ S - D4 Proxy

Knight of Remembrance
Lyria

II
7

Knight of Remembrance's supply cost is reduced by 1 for each tier among cards in your graveyard.

Tireless: This unit still deals combat damage while exerted.

5 Unit 4

Good Pile Games 2025 BoTF \ \ \ \ S - D4 Proxy

Murder of Crows
Lyria

II
4

Consume: When you deploy this unit, you may sacrifice another unit to Sate this unit. When Murder of Crows dies, summon a Veteran.

Sated: Sated units have +2/+2. A unit can only be Sated once.

2 Unit 1

Good Pile Games 2025 BoTF \ \ \ \ S - D4 Proxy

Carnivorous Longhorn
Lyria

II
3

Consume: When you deploy this unit, you may sacrifice another unit to Sate this unit.

Guard: This unit must be assigned combat damage before units without Guard.

Sated: Sated units have +2/+2. A unit can only be Sated once.

1 Unit 3

Good Pile Games 2025 BoTF \ \ \ \ S - D4 Proxy

Carnivorous Longhorn
Lyria

II
3

Consume: When you deploy this unit, you may sacrifice another unit to Sate this unit.

Guard: This unit must be assigned combat damage before units without Guard.

Sated: Sated units have +2/+2. A unit can only be Sated once.

1 Unit 3

Good Pile Games 2025 BoTF \ \ \ \ S - D4 Proxy

Tax Collector
Lyria

II
2

When you deploy Tax Collector, draw a civic card.

Reverence — If there are 4 or more different tiers among cards in your graveyard when you deploy Tax Collector, return a unit from your graveyard to your hand.

2 Unit 3

Good Pile Games 2025 BoTF \ \ \ \ S - D4 Proxy

II Tax Collector Lyria



2

When you deploy Tax Collector, draw a civic card.

Reverence — If there are 4 or more different tiers among cards in your graveyard when you deploy Tax Collector, return a unit from your graveyard to your hand.

2 Unit 3

Good Pile Games 2025 BoTF \ ✦ S - D4 Proxy

I Vyzhnean Confessor Lyria



3

Slayer — Whenever Vyzhnean Confessor kills one or more units, you gain 3 morale.

With the land scarred and the people broken, Vyzhne's aristocracy rules with cruelty masked as law.

3 Unit 3

Good Pile Games 2025 BoTF \ ✦ S - D5 Proxy

I Vyzhnean Confessor Lyria



3

Slayer — Whenever Vyzhnean Confessor kills one or more units, you gain 3 morale.

With the land scarred and the people broken, Vyzhne's aristocracy rules with cruelty masked as law.

3 Unit 3

Good Pile Games 2025 BoTF \ ✦ S - D5 Proxy

I Vyzhnean Borderwatch Lyria



2

Reverence — As long as there are 4 different tiers among cards in your graveyard, Vyzhnean Borderwatch has +1/+1.

2 Unit 2

Good Pile Games 2025 BoTF \ ✦ S - D5 Proxy

I Vyzhnean Borderwatch Lyria



2

Reverence — As long as there are 4 different tiers among cards in your graveyard, Vyzhnean Borderwatch has +1/+1.

2 Unit 2

Good Pile Games 2025 BoTF \ ✦ S - D5 Proxy

I Deathless Pilgrim Lyria



2

When Deathless Pilgrim dies, draw a civic card.

"To you, exchanging life for deathlessness may seem like the greatest tragedy. To us, it is the beautiful renunciation of suffering."

1 Unit 3

Good Pile Games 2025 BoTF \ ✦ S - D5 Proxy

I Deathless Pilgrim Lyria



2

When Deathless Pilgrim dies, draw a civic card.

"To you, exchanging life for deathlessness may seem like the greatest tragedy. To us, it is the beautiful renunciation of suffering."

1 Unit 3

Good Pile Games 2025 BoTF \ ✦ S - D5 Proxy

I Haruspex Novice Lyria



1

When you deploy Haruspex Novice or it dies, Waste 1.

Waste 1: Put the top card of your army deck into your graveyard.

1 Unit 1

Good Pile Games 2025 BoTF \ ✦ S - D5 Proxy

I Haruspex Novice Lyria



1

When you deploy Haruspex Novice or it dies, Waste 1.

Waste 1: Put the top card of your army deck into your graveyard.

1 Unit 1

Good Pile Games 2025 BoTF \ ✦ S - D5 Proxy

I Pious Soul Lyria



1

When Pious Soul dies, you gain 1 morale.

Gentle hands can do little in a land so broken.

1 Unit 2

Good Pile Games 2025 BoTF Lyria S - D5 Proxy

I Pious Soul Lyria



1

When Pious Soul dies, you gain 1 morale.

Gentle hands can do little in a land so broken.

1 Unit 2

Good Pile Games 2025 BoTF Lyria S - D5 Proxy

IV Unleashing of Gorefroth Lyria



6

Kill up to 1 enemy unit.
Each opponent discards 2 army cards.
You may destroy all settlements in a frontier.

Unique Tactic

Good Pile Games 2025 BoTF Lyria S - D1 Proxy

III Reawakening Lyria



3

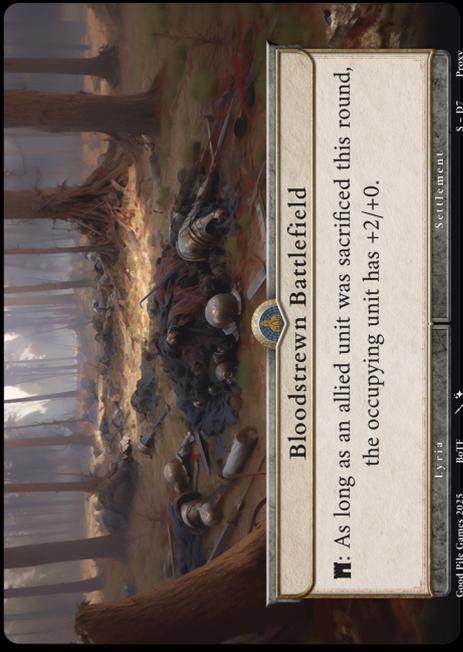
Deploy a unit from your graveyard with tier equal to or lower than your tier for free.

*"...and Sana rose from death to claim her throne as Lyria's eternal ruler."
- Deathless Liturgies, 18:22*

Tactic

Good Pile Games 2025 BoTF Lyria S - D3 Proxy

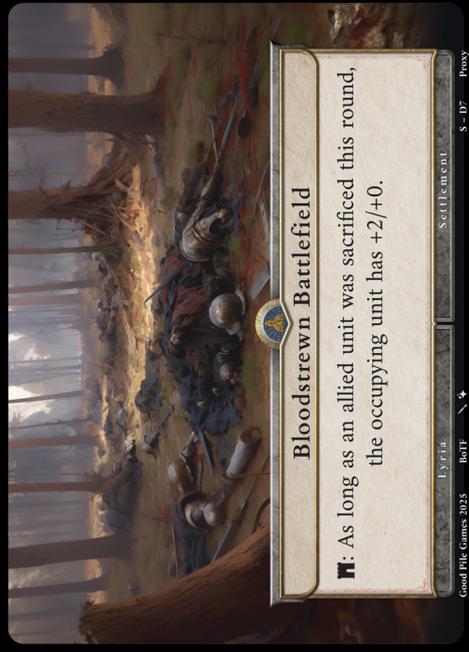
Bloodstrewn Battlefield



III: As long as an allied unit was sacrificed this round, the occupying unit has +2/+0.

Good Pile Games 2025 Lyria BoTF S - D7 Proxy

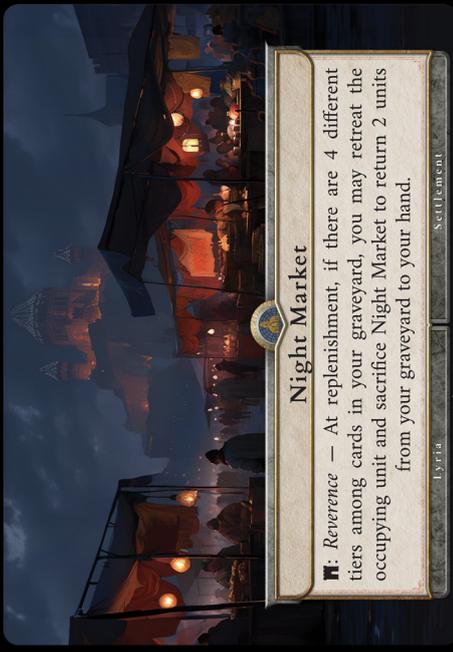
Bloodstrewn Battlefield



III: As long as an allied unit was sacrificed this round, the occupying unit has +2/+0.

Good Pile Games 2025 Lyria BoTF S - D7 Proxy

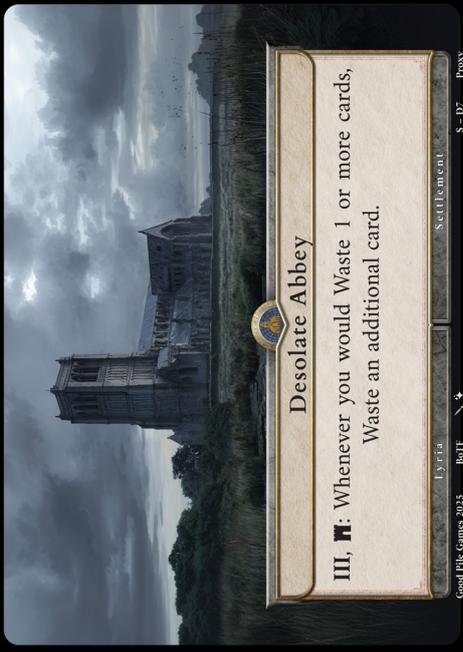
Night Market



III: *Reverence* — At replenishment, if there are 4 different tiers among cards in your graveyard, you may retreat the occupying unit and sacrifice Night Market to return 2 units from your graveyard to your hand.

Good Pile Games 2025 Lyria BoTF S - D7 Proxy

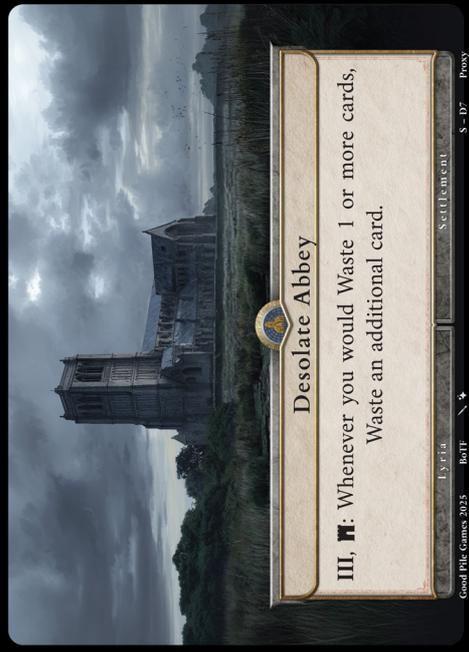
Desolate Abbey



III, **III**: Whenever you would Waste 1 or more cards, Waste an additional card.

Good Pile Games 2025 Lyria BoTF S - D7 Proxy

Desolate Abbey



III, **III**: Whenever you would Waste 1 or more cards, Waste an additional card.

Good Pile Games 2025 Lyria BoTF S - D7 Proxy



Desperate Throng

Assembly 2 — When Desperate Throng enters your heartland, if you are fielding 2 or more villagers with Assembly, Waste 1.

☉: Supply 1 🍷.

Waste 1: Put the top card of your army deck into your graveyard.

Lyria Villager

Good Pile Games 2025 BoTF \ \ \ \ S - D8 Proxy



Desperate Throng

Assembly 2 — When Desperate Throng enters your heartland, if you are fielding 2 or more villagers with Assembly, Waste 1.

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Lyria Villager

Good Pile Games 2025 BoTF \ \ \ \ S - D8 Proxy



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Lyria Villager

Good Pile Games 2025 BoTF \ \ \ \ S - D8 Proxy



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Lyria Villager

Good Pile Games 2025 BoTF \ \ \ \ S - D8 Proxy



Desperate Throng

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☉: Supply 1 🍷.

Waste 1: Put the top card of your army deck into your graveyard.

Lyria Villager

Good Pile Games 2025 BoTF \ \ \ \ S - D8 Proxy



Peasants

Assembly 3 — When Peasants enters your heartland, if you are fielding 3 or more villagers with Assembly, Plan 1.

☉: Supply 1 🍷.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Neutral Villager

Good Pile Games 2025 Tow \ \ \ \ S - D9 Proxy



Peasants

Assembly 3 — When Peasants enters your heartland, if you are fielding 3 or more villagers with Assembly, Plan 1.

☉: Supply 1 🍷.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Neutral Villager

Good Pile Games 2025 Tow \ \ \ \ S - D9 Proxy



Peasants

Assembly 3 — When Peasants enters your heartland, if you are fielding 3 or more villagers with Assembly, Plan 1.

☉: Supply 1 🍷.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Neutral Villager

Good Pile Games 2025 Tow \ \ \ \ S - D9 Proxy



Peasants

Assembly 3 — When Peasants enters your heartland, if you are fielding 3 or more villagers with Assembly, Plan 1.

☉: Supply 1 🍷.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Neutral Villager

Good Pile Games 2025 Tow \ \ \ \ S - D9 Proxy



Peasants

Assembly 3 — When Peasants enters your heartland, if you are fielding 3 or more villagers with Assembly, Plan 1.

☉: Supply 1 ♠.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Neutral Villager

Good Pile Games 2025 Tow S - D9 Proxy



Veteran Lyria

4

Veteran has +1/+1 for each tier among cards in your graveyard.

0 Token Unit 0

Good Pile Games 2025 BoTF T Proxy



Veteran Lyria

4

Veteran has +1/+1 for each tier among cards in your graveyard.

0 Token Unit 0

Good Pile Games 2025 BoTF T Proxy



Veteran Lyria

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Veteran has +1/+1 for each tier among cards in your graveyard.

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Good Pile Games 2025 BoTF T Proxy



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Veteran has +1/+1 for each tier among cards in your graveyard.

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Good Pile Games 2025 BoTF T Proxy



Veteran Lyria

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Veteran has +1/+1 for each tier among cards in your graveyard.

0 Token Unit 0

Good Pile Games 2025 BoTF T Proxy



Veteran Lyria

4

Veteran has +1/+1 for each tier among cards in your graveyard.

0 Token Unit 0

Good Pile Games 2025 BoTF T Proxy

Deck Card

Name: Ndembe Starter Deck

Factions: Ndembe

Author: Empire Card Game

Notes:

Core Mechanics

Jump: Send your units jumping from one frontier to the other mid battle, keeping your opponent on their toes.

Sentinel: Commit to the frontiers you've settled, gaining abilities as you protect the forest.

Prowling Panther
Ndembe

3



Sentinel — Whenever you advance Prowling Panther into a frontier you have settled, you may have it Fight an enemy unit in that frontier.

Fight: Two units each deal damage equal to their attack to each other.

4 Skirmisher Unit 2

Good Pile Games 2025 ToW \ ✦ S - D4 Proxy

Prowling Panther
Ndembe

3



Sentinel — Whenever you advance Prowling Panther into a frontier you have settled, you may have it Fight an enemy unit in that frontier.

Fight: Two units each deal damage equal to their attack to each other.

4 Skirmisher Unit 2

Good Pile Games 2025 ToW \ ✦ S - D4 Proxy

Deepforest Sage
Ndembe

2



Stratagem — Pay 4♣: Draw a card.

Even as the forest roils and churns, many Ndembeni still cultivate peace, memory, and patience.

2 Unit 2

Good Pile Games 2025 ToW \ ✦ S - D4 Proxy

Ancient Vinetender
Ndembe

1



♣: Supply 1♣.
♠, ♣: Supply 2♣.

She cradles each vine as if it could still be taught kindness.

1 Unit 1

Good Pile Games 2025 ToW \ ✦ S - D4 Proxy

River Sloth
Ndembe

1

3



Guard: This unit must be assigned combat damage before units without Guard.

1 Unit 4

Good Pile Games 2025 ToW \ ✦ S - D5 Proxy

River Sloth
Ndembe

1

3



Guard: This unit must be assigned combat damage before units without Guard.

1 Unit 4

Good Pile Games 2025 ToW \ ✦ S - D5 Proxy

Barkskin Ranid
Ndembe

1

3



Stratagem — Pay 4♣: Barkskin Ranid gets +1/+1 until replenishment.

Amma's touch stripped away its skin and clothed it in wood.

3 Unit 3

Good Pile Games 2025 ToW \ ✦ S - D5 Proxy

Barkskin Ranid
Ndembe

1

3



Stratagem — Pay 4♣: Barkskin Ranid gets +1/+1 until replenishment.

Amma's touch stripped away its skin and clothed it in wood.

3 Unit 3

Good Pile Games 2025 ToW \ ✦ S - D5 Proxy

1 **Ranid Waylayer** N d e m b e

2



Jump — Maneuver: Move this unit from one edge frontier to the other.

1 **2**
Unit S - D5 Proxy

Good Pile Games 2025 ToW \ ✦

1 **Ranid Waylayer** N d e m b e

2



Jump — Maneuver: Move this unit from one edge frontier to the other.

1 **2**
Unit S - D5 Proxy

Good Pile Games 2025 ToW \ ✦

1 **Brackwater Lurker** N d e m b e

2



When you deploy Brackwater Lurker, you may put an army card from your hand on the bottom of your army deck to draw a card.

2 **2**
Unit S - D5 Proxy

Good Pile Games 2025 ToW \ ✦

1 **Brackwater Lurker** N d e m b e

2



When you deploy Brackwater Lurker, you may put an army card from your hand on the bottom of your army deck to draw a card.

2 **2**
Unit S - D5 Proxy

Good Pile Games 2025 ToW \ ✦

1 **Gharilisk Hatchling** N d e m b e

1



III: Gharilisk Hatchling has +1/+1 and **Guard**.

Guard: This unit must be assigned combat damage before units without Guard.

0 **2**
Unit S - D5 Proxy

Good Pile Games 2025 ToW \ ✦

1 **Gharilisk Hatchling** N d e m b e

1



III: Gharilisk Hatchling has +1/+1 and **Guard**.

Guard: This unit must be assigned combat damage before units without Guard.

0 **2**
Unit S - D5 Proxy

Good Pile Games 2025 ToW \ ✦

1 **Lemur Lookout** N d e m b e

1



III: Whenever an allied settlement enters a frontier, Lemur Lookout gets +1/+0 until replenishment.

1 **1**
Unit S - D5 Proxy

Good Pile Games 2025 ToW \ ✦

1 **Lemur Lookout** N d e m b e

1



III: Whenever an allied settlement enters a frontier, Lemur Lookout gets +1/+0 until replenishment.

1 **1**
Unit S - D5 Proxy

Good Pile Games 2025 ToW \ ✦

III **Inescapable Flood** N d e m b e

5



Retreat an enemy unit.
Return an enemy unit from the heartland to its owner's hand.

1 **1**
Tactic S - D3 Proxy

Good Pile Games 2025 ToW \ ✦

Sudden Sprouting
N.d.e.m.b.e.

4

Summon a Vine ready and advancing into a frontier you have settled.

When the Mothertree awoke, massive vines erupted from the earth, their growth so rapid it seemed as though time itself had quickened to match their rise.

Battle Tactic

Good Pile Games 2025 ToW \ + S - D3 Proxy

Heightened Awareness
N.d.e.m.b.e.

3

An allied unit gets +2/+2 until replenishment.

You may move that unit from a frontier into another frontier with an allied unit in it.

Battle Tactic

Good Pile Games 2025 ToW \ + S - D4 Proxy

Heightened Awareness
N.d.e.m.b.e.

3

An allied unit gets +2/+2 until replenishment.

You may move that unit from a frontier into another frontier with an allied unit in it.

Battle Tactic

Good Pile Games 2025 ToW \ + S - D4 Proxy

Pounce
N.d.e.m.b.e.

1
2

Move an allied unit from one edge frontier to the other.

Draw a card.

Battle Tactic

Good Pile Games 2025 ToW \ + S - D5 Proxy

Thriving Development

When Thriving Development enters a frontier, draw a civic card.

N.d.e.m.b.e. ToW \ + S - D7 Proxy

Thriving Development

When Thriving Development enters a frontier, draw a civic card.

N.d.e.m.b.e. ToW \ + S - D7 Proxy

Treetop Village

III, III: The occupying unit has **Jump**.

Jump — Maneuver: Move this unit from one edge frontier to the other.

N.d.e.m.b.e. ToW \ + S - D7 Proxy

Treetop Village

III, III: The occupying unit has **Jump**.

Jump — Maneuver: Move this unit from one edge frontier to the other.

N.d.e.m.b.e. ToW \ + S - D7 Proxy

Omote Fortress

IV, IV: Whenever you deploy a unit with 4 or more attack, draw a card.

N.d.e.m.b.e. ToW \ + S - D7 Proxy



Ranid Foragers

Assembly 5 — When Ranid Foragers enters your heartland, if you are fielding 5 or more villagers with Assembly, ready another villager.

☉: Supply 1 🍷.

Ndembe Villager

Good Pile Games 2025 ToW ✎ ✎ S - D8 Proxy



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Ndembe Villager

Good Pile Games 2025 ToW ✎ ✎ S - D8 Proxy



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Good Pile Games 2025 ToW ✎ ✎ S - D8 Proxy



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Ndembe Villager

Good Pile Games 2025 ToW ✎ ✎ S - D8 Proxy



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Assembly 5 — When Ranid Foragers enters your heartland, if you are fielding 5 or more villagers with Assembly, ready another villager.

☉: Supply 1 🍷.

Ndembe Villager

Good Pile Games 2025 ToW ✎ ✎ S - D8 Proxy



Peasants

Assembly 3 — When Peasants enters your heartland, if you are fielding 3 or more villagers with Assembly, Plan 1.

☉: Supply 1 🍷.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Neutral Villager

Good Pile Games 2025 ToW ✎ ✎ S - D9 Proxy



Peasants

Assembly 3 — When Peasants enters your heartland, if you are fielding 3 or more villagers with Assembly, Plan 1.

☉: Supply 1 🍷.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Neutral Villager

Good Pile Games 2025 ToW ✎ ✎ S - D9 Proxy



Peasants

Assembly 3 — When Peasants enters your heartland, if you are fielding 3 or more villagers with Assembly, Plan 1.

☉: Supply 1 🍷.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Neutral Villager

Good Pile Games 2025 ToW ✎ ✎ S - D9 Proxy



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Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Neutral Villager

Good Pile Games 2025 ToW ✎ ✎ S - D9 Proxy



Peasants

Assembly 3 — When Peasants enters your heartland, if you are fielding 3 or more villagers with Assembly, Plan 1.

☉: Supply 1 🍷.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Neutral Villager

Good Pile Games 2025 ToW ✎ ✦ S - D9 Proxy



Gharilisk Barge

Reinforce — Maneuver: Move this unit from a frontier into another frontier with an allied unit in it.

Whenever Gharilisk Barge moves during the battle phase, you may move an allied unit along with it.

Unit

Good Pile Games 2025 ToW ✎ ✦ S - D4 Proxy



Gharilisk Barge

Reinforce — Maneuver: Move this unit from a frontier into another frontier with an allied unit in it.

Whenever Gharilisk Barge moves during the battle phase, you may move an allied unit along with it.

Unit

Good Pile Games 2025 ToW ✎ ✦ S - D4 Proxy



Nwembe, the Caretaker

Sentinel — Whenever you advance Nwembe into a frontier you have settled, draw an army card and a civic card.

Unique Unit

Good Pile Games 2025 ToW ✎ ✦ S - D1 Proxy



Omote Warchief

Guard: This unit must be assigned combat damage before units without Guard.

Brutal: Whenever this unit deals combat damage to another unit, it also deals that much damage to that unit's commander.

Skirmisher Unit

Good Pile Games 2025 ToW ✎ ✦ S - D3 Proxy



Omote Warchief

Guard: This unit must be assigned combat damage before units without Guard.

Brutal: Whenever this unit deals combat damage to another unit, it also deals that much damage to that unit's commander.

Skirmisher Unit

Good Pile Games 2025 ToW ✎ ✦ S - D3 Proxy



Old Croak

Jump — Maneuver: Move this unit from one edge frontier to the other.

When Old Croak jumps to an unoccupied frontier, it occupies that frontier.

Unique Unit

Good Pile Games 2025 ToW ✎ ✦ S - D1 Proxy



Izuvela, Vinespeaker

Sentinel — Whenever you advance Izuvela into a frontier you have settled, summon a Vine ready and advancing into that frontier.

Unique Skirmisher Unit

Good Pile Games 2025 ToW ✎ ✦ S - D1 Proxy



Grovwrought Monstrosity

Jump — Maneuver: Move this unit from one edge frontier to the other.

Whenever an allied unit moves during the battle phase, it gets +1/+1 until replenishment.

Unit

Good Pile Games 2025 ToW ✎ ✦ S - D2 Proxy

IV Wetland Emperor N d e m b e

6

Brutal: Whenever this unit deals combat damage to another unit, it also deals that much damage to that unit's commander.

When you deploy Wetland Emperor, it Fights an unoccupying enemy unit.

Fight: Two units each deal damage equal to their attack to each other.

6 Unit 4

Good Pile Games 2025 ToW \ \ + S - D2 Proxy

III Vine N d e m b e

3

Guard: This unit must be assigned combat damage before units without Guard.

This unit can't retreat and must occupy a frontier if able.

4 Token Unit 2

Good Pile Games 2025 ToW \ \ + T Proxy

III Vine N d e m b e

3

Guard: This unit must be assigned combat damage before units without Guard.

This unit can't retreat and must occupy a frontier if able.

4 Token Unit 2

Good Pile Games 2025 ToW \ \ + T Proxy

III Vine N d e m b e

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Good Pile Games 2025 ToW \ \ + T Proxy

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Good Pile Games 2025 ToW \ \ + T Proxy

III Vine N d e m b e

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Guard: This unit must be assigned combat damage before units without Guard.

This unit can't retreat and must occupy a frontier if able.

4 Token Unit 2

Good Pile Games 2025 ToW \ \ + T Proxy

III Vine N d e m b e

3

Guard: This unit must be assigned combat damage before units without Guard.

This unit can't retreat and must occupy a frontier if able.

4 Token Unit 2

Good Pile Games 2025 ToW \ \ + T Proxy

Deck Card

Name: Kyushima Starter Deck

Factions: Kyushima

Author: Empire Card Game

Notes:

Core Mechanics

Revolt: Return villagers from play to your civic deck, putting you behind on supply in return for strong effects.

Lone Wolf: Let your samurai fight alone to showcase their true combat prowess.

IV Usaburo, the Iron Bull
Kyushima

6



Whenever an opponent would lose morale, they lose twice that much morale instead.

6 Unique Unit **6**

Good Pile Games 2025 ToW \ ✦ S - D1 Proxy

IV Akihebi, Wandering Prince
Kyushima

5



Lone Wolf — At the start of the battle phase, if Akihebi is solitary and advancing, Akihebi gains **Tireless** until replenishment.

Execute — **Maneuver**, ☉: This unit strikes an enemy unit without Execute in this frontier.

Tireless: This unit still deals combat damage while exerted.

5 Unique Skirmisher Unit **5**

Good Pile Games 2025 ToW \ ✦ S - D1 Proxy

IV Imperial Bowmaster
Kyushima

4



Whenever you deploy or advance Imperial Bowmaster, summon an Arrow in your hand.

During the battle phase, Arrows you deploy can target enemy units in this frontier.

2 Unit **4**

Good Pile Games 2025 ToW \ ✦ S - D2 Proxy

III Kanzo, the Fell
Kyushima

6



Charge: This unit enters play ready.

Lone Wolf — At the beginning of the battle phase, if Kanzo is advancing and solitary, enemy units in this frontier get -1/-0 until replenishment.

6 Unique Unit **4**

Good Pile Games 2025 ToW \ ✦ S - D1 Proxy

III Kitsuda Exemplar
Kyushima

5



As long as Kitsuda Exemplar is ready, it has **Stalwart**.

Execute — **Maneuver**, ☉: This unit strikes an enemy unit without Execute in this frontier.

Stalwart: This unit is immune to enemy tactics.

4 Unit **3**

Good Pile Games 2025 ToW \ ✦ S - D3 Proxy

III Kitsuda Exemplar
Kyushima

5



As long as Kitsuda Exemplar is ready, it has **Stalwart**.

Execute — **Maneuver**, ☉: This unit strikes an enemy unit without Execute in this frontier.

Stalwart: This unit is immune to enemy tactics.

4 Unit **3**

Good Pile Games 2025 ToW \ ✦ S - D3 Proxy

III Devoted Hatamoto
Kyushima

3



Reinforce — **Maneuver:** Move this unit from a frontier into another frontier with an allied unit in it.

When Devoted Hatamoto reinforces a solitary unit, that unit gets +1/+1 and gains **Infiltrate** until replenishment.

Infiltrate: When advancing, this unit deals excess damage as though you were occupying this frontier.

2 Unit **4**

Good Pile Games 2025 ToW \ ✦ S - D3 Proxy

II Kitsuda Loyalist
Kyushima

3



Lone Wolf — At the start of the battle phase, if Kitsuda Loyalist is advancing and solitary, it gets +3/+3 until replenishment.

2 Unit **2**

Good Pile Games 2025 ToW \ ✦ S - D4 Proxy

II Kitsuda Loyalist Kyushima

3

Lone Wolf — At the start of the battle phase, if Kitsuda Loyalist is advancing and solitary, it gets +3/+3 until replenishment.

2 Unit **2**

Good Pile Games 2025 ToW \ \ \ \ \ S - D4 Proxy

II Agent of Dissidence Kyushima

3

Revolt — When you deploy Agent of Dissidence, you may put a villager from your heartland on the bottom of your civic deck to give an allied unit +2/+0.

Elusive: This unit can only be assigned combat damage after units without Elusive.

4 Skirmisher Unit **1**

Good Pile Games 2025 ToW \ \ \ \ \ S - D4 Proxy

II Agent of Dissidence Kyushima

3

Revolt — When you deploy Agent of Dissidence, you may put a villager from your heartland on the bottom of your civic deck to give an allied unit +2/+0.

Elusive: This unit can only be assigned combat damage after units without Elusive.

4 Skirmisher Unit **1**

Good Pile Games 2025 ToW \ \ \ \ \ S - D4 Proxy

II Emperor's Longbow Kyushima

2

When you deploy Emperor's Longbow, summon an Arrow in your hand.

Lone Wolf — At the start of the battle phase, if Emperor's Longbow is advancing and solitary, you may deploy an Arrow from your graveyard for free. Then, seal it away.

2 Unit **2**

Good Pile Games 2025 ToW \ \ \ \ \ S - D4 Proxy

II Emperor's Longbow Kyushima

2

When you deploy Emperor's Longbow, summon an Arrow in your hand.

Lone Wolf — At the start of the battle phase, if Emperor's Longbow is advancing and solitary, you may deploy an Arrow from your graveyard for free. Then, seal it away.

2 Unit **2**

Good Pile Games 2025 ToW \ \ \ \ \ S - D4 Proxy

I Usaburo's Retainer Kyushima

3

Lone Wolf — At the start of the battle phase, if Usaburo's Retainer is advancing and solitary, each opponent loses 1 morale and you gain 1 morale.

3 Unit **3**

Good Pile Games 2025 ToW \ \ \ \ \ S - D5 Proxy

I Usaburo's Retainer Kyushima

3

Lone Wolf — At the start of the battle phase, if Usaburo's Retainer is advancing and solitary, each opponent loses 1 morale and you gain 1 morale.

3 Unit **3**

Good Pile Games 2025 ToW \ \ \ \ \ S - D5 Proxy

I Wayward Ronin Kyushima

3

Ransack — Whenever Wayward Ronin deals damage to a player, draw a civic card.

As rebellion consumed the province, masterless Ronin endured by preying on the defenceless.

2 Unit **4**

Good Pile Games 2025 ToW \ \ \ \ \ S - D5 Proxy

I Wayward Ronin Kyushima

3

Ransack — Whenever Wayward Ronin deals damage to a player, draw a civic card.

As rebellion consumed the province, masterless Ronin endured by preying on the defenceless.

2 Unit **4**

Good Pile Games 2025 ToW \ \ \ \ \ S - D5 Proxy

1 Tazoguchi Spy Kyushima

2

Strategem — Pay 3♣: Scheme 1.

Scheme 1: Look at the top card of your army deck. You may put it into your graveyard or back on top.

1 Unit **3**

Good Pile Games 2025 ToW \ ✦ S - D5 Proxy

1 Tazoguchi Spy Kyushima

2

Strategem — Pay 3♣: Scheme 1.

Scheme 1: Look at the top card of your army deck. You may put it into your graveyard or back on top.

1 Unit **3**

Good Pile Games 2025 ToW \ ✦ S - D5 Proxy

1 Shinobi Ambusher Kyushima

2

II — Ambush: You may deploy this unit ready and advancing into a frontier during the battle phase.

Hardened by years of civil war, the Tazoguchi clan became the Omote's deadliest adversaries.

2 Unit **2**

Good Pile Games 2025 ToW \ ✦ S - D5 Proxy

1 Shinobi Ambusher Kyushima

2

II — Ambush: You may deploy this unit ready and advancing into a frontier during the battle phase.

Hardened by years of civil war, the Tazoguchi clan became the Omote's deadliest adversaries.

2 Unit **2**

Good Pile Games 2025 ToW \ ✦ S - D5 Proxy

1 Rogue Instigator Kyushima

1

Revolt — When you deploy Rogue Instigator, you may put a villager from your heartland on the bottom of your civic deck to Scheme 3.

Scheme 3: Look at the top 3 cards of your army deck. Put any number of them into your graveyard and the rest on top in any order.

1 Unit **1**

Good Pile Games 2025 ToW \ ✦ S - D5 Proxy

1 Rogue Instigator Kyushima

1

Revolt — When you deploy Rogue Instigator, you may put a villager from your heartland on the bottom of your civic deck to Scheme 3.

Scheme 3: Look at the top 3 cards of your army deck. Put any number of them into your graveyard and the rest on top in any order.

1 Unit **1**

Good Pile Games 2025 ToW \ ✦ S - D5 Proxy

1 Cunning Infiltrator Kyushima

1

Elusive: This unit can only be assigned combat damage after units without Elusive.

Infiltrate: This unit deals excess damage when advancing as though you were occupying this frontier.

1 Unit **1**

Good Pile Games 2025 ToW \ ✦ S - D5 Proxy

1 Cunning Infiltrator Kyushima

1

Elusive: This unit can only be assigned combat damage after units without Elusive.

Infiltrate: This unit deals excess damage when advancing as though you were occupying this frontier.

1 Unit **1**

Good Pile Games 2025 ToW \ ✦ S - D5 Proxy

II Deadly Accuracy Kyushima

3

Summon an Arrow in your hand. Arrows you deploy this round can target unoccupying enemy units.

Tactic

1

Good Pile Games 2025 ToW \ ✦ S - D4 Proxy

II

3

Deadly Accuracy
Kyushima

Summon an Arrow in your hand.
Arrows you deploy this round can target unoccupying enemy units.

Tactic

Good Pile Games 2025 ToW S - D4 Proxy

IV

5

Shieju's Vengeance
Kyushima

Kill a unit in a frontier.
You may deploy a unit with supply cost equal to or less than the killed unit's tier, ready and advancing into that frontier for free.

Unique Battle Tactic

Good Pile Games 2025 ToW S - D2 Proxy

II

1

Vow of Honor
Kyushima

A solitary allied unit gets +2/+2 until replenishment.

"Glory cannot be attained by warriors who value their life"
- Kanzo

Battle Tactic

Good Pile Games 2025 ToW S - D4 Proxy

I

1

Smoke Veil
Kyushima

An allied unit gains **Elusive** until replenishment.
Draw a card.

Elusive: This unit can only be assigned combat damage after units without Elusive.

Battle Tactic

Good Pile Games 2025 ToW S - D5 Proxy

II

Imperial Gardens

II: You may deploy an additional villager each round.
That villager enters your heartland exerted.

Unique Settlement

Good Pile Games 2025 ToW S - D7 Proxy

II

Mountain Monastery

II: Whenever you affect one or more allied units with a tactic, draw a civic card.

Settlement

Good Pile Games 2025 ToW S - D7 Proxy

II

Mountain Monastery

II: Whenever you affect one or more allied units with a tactic, draw a civic card.

Settlement

Good Pile Games 2025 ToW S - D7 Proxy

II

Kitsuda Stronghold

When you deploy Kitsuda Stronghold, you may pay 1 to retreat the occupying unit and ready it.

Settlement

Good Pile Games 2025 ToW S - D7 Proxy

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Kitsuda Stronghold

When you deploy Kitsuda Stronghold, you may pay 1 to retreat the occupying unit and ready it.

Settlement

Good Pile Games 2025 ToW S - D7 Proxy



Imperial Scribes

Assembly 4 — When Imperial Scribes enters your heartland, if you are fielding 4 or more villagers with Assembly, Scheme 1.

☉: Supply 1 🍵.

Scheme 1: Look at the top card of your army deck. You may put it into your graveyard or back on top.

Kyushima Villager
Good Pile Games 2025 ToW \ ✦ S - D8 Proxy



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Kyushima Villager
Good Pile Games 2025 ToW \ ✦ S - D8 Proxy



Peasants

Assembly 3 — When Peasants enters your heartland, if you are fielding 3 or more villagers with Assembly, Plan 1.

☉: Supply 1 🍵.

Plan 1: Look at the top card of your army deck, then put it on the top or bottom.

Neutral Villager
Good Pile Games 2025 ToW \ ✦ S - D9 Proxy



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Neutral Villager
Good Pile Games 2025 ToW \ ✦ S - D9 Proxy



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Neutral Villager
Good Pile Games 2025 ToW \ ✦ S - D9 Proxy



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Neutral Villager
Good Pile Games 2025 ToW \ ✦ S - D9 Proxy



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Neutral Villager

Good Pile Games 2025 ToW \ + S - D9 Proxy

II Arrow Kyushima

2



Deal 2 damage to an opponent.

Token Battle Tactic

Good Pile Games 2025 ToW \ + T Proxy

II Arrow Kyushima

2



Deal 2 damage to an opponent.

Token Battle Tactic

Good Pile Games 2025 ToW \ + T Proxy

II Arrow Kyushima

2



Deal 2 damage to an opponent.

Token Battle Tactic

Good Pile Games 2025 ToW \ + T Proxy

II Arrow Kyushima

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Deal 2 damage to an opponent.

Token Battle Tactic

Good Pile Games 2025 ToW \ + T Proxy

II Arrow Kyushima

2



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Token Battle Tactic

Good Pile Games 2025 ToW \ + T Proxy

II Arrow Kyushima

2



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Good Pile Games 2025 ToW \ + T Proxy

II Arrow Kyushima

2



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Good Pile Games 2025 ToW \ + T Proxy

II Arrow Kyushima

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Good Pile Games 2025 ToW \ + T Proxy