



M **Whip Ray**

When in Seven Seas, Whip Ray is immune to Elementals.

Vitality **6** **2** **0** **Sea Monster** **CMP**

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L **Giant Octopus**

Destroys Pirates.

Vitality **13** **3** **0** **Sea Monster** **CMP**

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S **Itsy Bitsy Spider**

-3 Vitality in Rivers and Lakes, unless its primary matchup opponent has a fire-based attack

Vitality **3** **0** **1** **Bug** **CMP**

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S **Warrior Ants**

+ 2 Vitality vs. medium-sized Creatures.

Vitality **4** **2** **0** **Bug/Knight** **CMP**

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S **Fly Bill** **F**

+3 Vitality vs. large-sized Creatures. Destroys Lawyer

Vitality **2** **1** **0** **Bug** **CMP**

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S **Bee Gee** **F**

+3 Vitality to all your Bee Gees if three of them in play. They are STAYIN' ALIVE if Primary Attacker's Base Vitality is of 5 or less

Vitality **1** **0** **0** **Bug** **CMP**

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S **Gn'unckin Gnome**

+2 Vitality on any face-up Basic Terrain type in the disputed land area.

Vitality **3** **1** **0** **Gnome** **CMP**

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S **Gn'ollum Gnome**

+6 Vitality in Underground River. +3 Vitality in Rivers and Lakes.

Vitality **4** **2** **0** **Gnome** **CMP**

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M **The Mad Librarian**

Must be in the channeler position under the stronghold: Spend one Power Stone, and draw an Extra Card during the Draw and Organize phase. No more than one Stone can be used.

Vitality **4** **2** **7** **Wizard** **CMP 2**

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