

Skyspear Avians

Starting Setup

1 x Aerie Sage
1 x Aerie Steward

Events (2x)

Sky Assault
Standard Event • Attack Phase

0 ♦

ACTIVE
Friendly ♠ units with Flight have this ability:

Aerial Shot
This unit may attack through units.



Battle Song
Standard Event • Attack Phase

0 ♦

ACTIVE
Friendly units within 2 spaces of your summoner have this ability:

Blitz
The first time this unit attacks on a turn, it has +1 strength during that attack.



Gathering Song
Epic Event • Summon Phase

0 ♦

ACTIVE
Your summoner has this ability:

Gather the Flock
Once per turn during your Summon Phase and once per turn during your Magic Phase, you may place up to 2 friendly commons adjacent to this unit.



Aerie Gate
Standard Event • Structure • Build Phase

0 ♦ 3 ♥

After you summon a unit adjacent to this gate, you may force that unit 1 space unless it was already forced by an Aerie Gate.



Commons (4x)

Aerie Diver
Common Unit • Skyspear Avians

0 ♦ 1 ♥

Dive In
This unit may be summoned on a space within 2 spaces of your summoner.

Sudden Strike
After summoning this unit, you may add 1 damage to an adjacent enemy unit.



Aerie Sage
Common Unit • Skyspear Avians

1 ♦ 3 ♥

Strong
This unit has +1 strength.

Aerie Support
Friendly adjacent Aerie units have Strong.



Aerie Sentinel
Common Unit • Skyspear Avians

2 ♦ 4 ♥

Stalwart
This unit cannot be forced, moved through, or attacked through by effects on cards your opponent controls.



Aerie Steward
Common Unit • Skyspear Avians

2 ♦ 5 ♥

Worthy
When this unit attacks, if it is adjacent to your summoner, ♠ = ♠.



Ava
Summoner Unit • Skyspear Avians

10 ♥

Flight
When this unit moves, it may move 1 extra space and through cards.

Take to the Skies
At the start of your Move Phase, friendly Aerie units within 2 spaces of this unit gain Flight until the end of your turn.



Champions



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