

Sharnak
The Young Prince



Hero - Vexic **7** Vexic Swarm
Taunt Vexic Prince

You may choose not ready Sharnak during your Ready Step.

[Command] 2 Exert Sharnak: Deal 3 damage to a nearby enemy and exert it. It does not ready during its controller's Ready Step as long as Sharnak remains exerted.

[Command] 5, Discard a card: Deal 3 damage to a nearby exerted enemy and draw a card.

0 3 5 14

Shassik
Princess of the Swarm



Hero - Vexic **8** Vexic Swarm
Guardian Vexic Princess

[Command] 1, Discard a card: Look at the top 3 cards of your library. Reveal all Vexic cards, put them into your hand and the rest into your graveyard.

Nearby Vexic Egg [Command] cost 0 to play.

2, Sacrifice a Vexic permanent: Gain +4 Attack until the end of the turn.

0 3 4 18

Vexic Egg
Hiveborn



Minion - Vexic **3** Vexic Swarm
Armor 2 Vexic Egg

Vexic Egg cannot move.

[Command] 2, Sacrifice Vexic Egg: Draw a card.

When Vexic egg dies, reveal cards from your deck until you reveal a non-Egg Vexic Minion, put that card into play nearby and the rest into your graveyard.

0 1 0 3

Vexic Drone
Daughter of the Swarm



Minion - Vexic **1** Vexic Swarm
Armor 1 Vexic Spawn

[Command], Sacrifice Vexic Drone: Heal a nearby Vexic for 3 Health.

When Vexic Drone dies, add 2.

0 1 1 2

Vexic Stalker
Dagger of the Swarm



Minion - Vexic **3** Vexic Swarm
Swift Vexic Spawn

If Vexic Stalker is ready it cannot be skirmished against.

[Command], 3, Sacrifice Vexic Stalker: Destroy a nearby Minion that costs 4 or less.

0 2 5 2

Vexic Soldier
Sword of the Swarm



Minion - Vexic **2** Vexic Swarm
Vexic Spawn

When Vexic Soldier dies it deals 1 damage to all nearby enemy characters.

4, Sacrifice Vexic Soldier: A nearby Vexic Minion gains +3 Attack until the end of the turn.

0 2 3 4

Adrenal Glands
Metabolic Booster



Ward - Minion **1** Vexic

Warded Minion gains "1. Take 1 Damage: Gain +1 Attack until the end of the turn."

2: Return Adrenal Glands from your graveyard to your hand.

0 1 0 0

Vile Transformation
One With the Swarm



Ward - Minion **2** Vexic

2: Warded Minion gains +1 Attack and takes 1 Damage.

When Warded Minion dies, if you controlled it then you may put a Vexic Minion from your hand into play nearby.

0 2 0 0

Claw Strike
Quickslash



Swift Action **2** Skirmish

Target Minion gains +3 Attack until the end of the turn.

If Target Minion is a Vexic it also gains Quickstrike until the end of the turn.

0 2 0 0