



FABLE

PLAYGROUND GAMES



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ABBOT OF AVO



Safeguard: Heal your Hero for 3.

3

Abbot of Avo is a bearded man in a brown and blue robe, holding a glowing blue orb of light. The card has a gold cost of 6, 4 blue mana, and 6 red health. It features a green mana symbol in the bottom right corner.

3

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3

ACOLYTE OF SKORM



Big Entrance: Destroy another friendly unit and draw a card.

3

Acolyte of Skorm is a hooded figure in a red tunic, holding a staff with both hands raised. The card has a gold cost of 3, 3 blue mana, and 3 red health. It features a blue mana symbol in the bottom right corner.

6

ALL PEASANT AND CORRECT



Transform ALL units into 1/1 Peasants.

3

All Peasant and Correct shows a group of peasants with various weapons like axes and spears. The card has a gold cost of 6 and a blue mana symbol in the bottom right corner.

1

1

2

AMATEUR CUTTHROAT



Last Laugh: Deal 1 damage to a random enemy.


BANDIT

3

Amateur Cutthroat is a man with a bandana and a knife, holding a fan. The card has a gold cost of 1, 1 blue mana, and 2 red health. It features a green mana symbol in the bottom right corner.

3

AMBUSH



Deal 4 damage to an enemy.

3

Ambush shows a purple, bat-like creature with wings in a dark forest. The card has a gold cost of 3 and a blue mana symbol in the bottom right corner.

2

ANGRY MOB



Summon two 1/1 Peasants and give them +1 Strength.

3

Angry Mob shows a group of angry-looking peasants with axes and a frying pan. The card has a gold cost of 2 and a green mana symbol in the bottom right corner.

2

1

4

APOSTLE



While this unit is undamaged, it has +2 Strength.

3

Apostle is a man in a white and purple robe with a turban, holding a staff. The card has a gold cost of 2, 1 blue mana, and 4 red health. It features a green mana symbol in the bottom right corner.

2

2

2

APPRENTICE INVENTOR



At the end of your turn, all players draw a card.

3


Apprentice Inventor is a man with goggles and a red hat, standing next to a mechanical device. The card has a gold cost of 2, 2 blue mana, and 2 red health. It features a blue mana symbol in the bottom right corner.

3

1

3

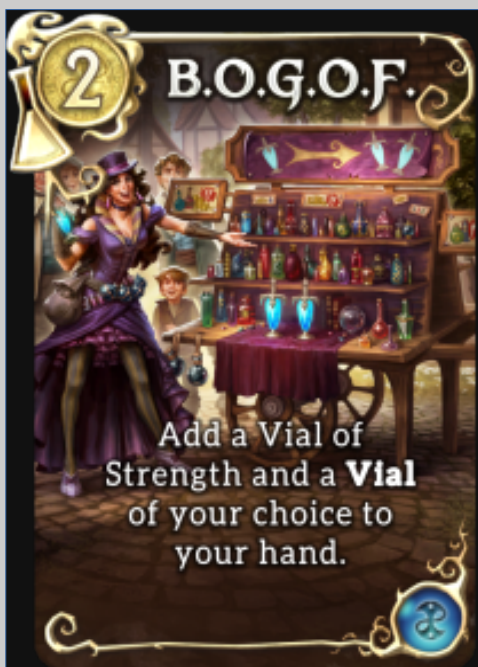
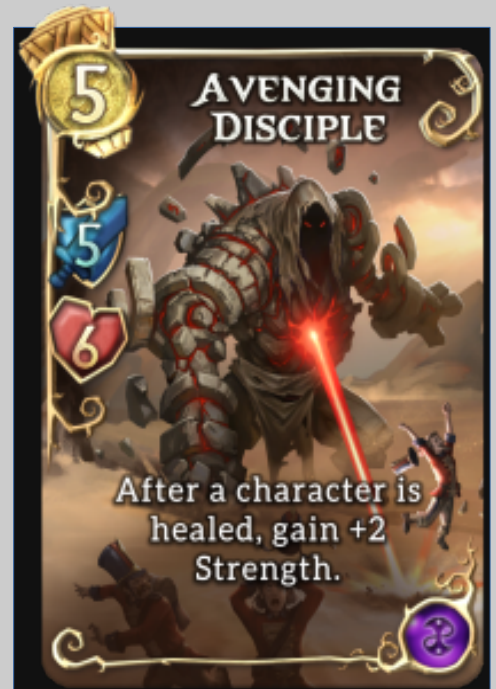
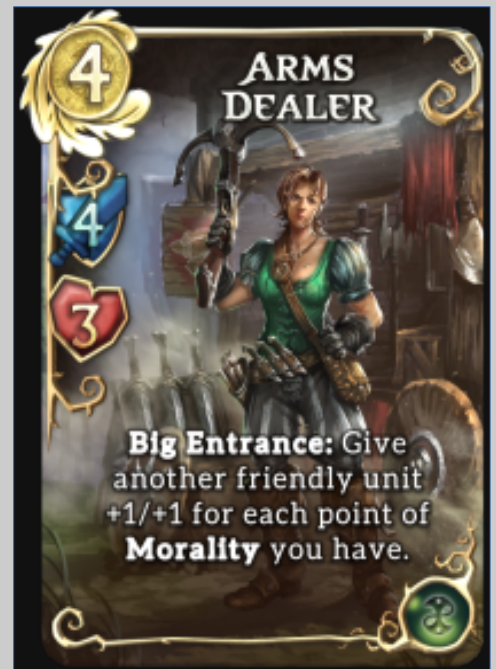
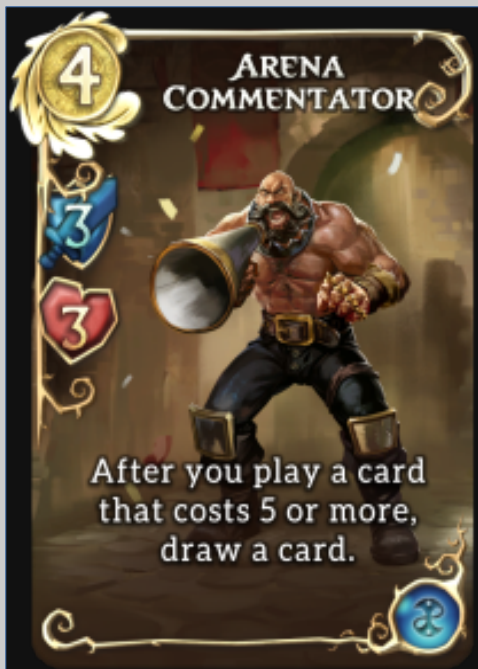
APPRENTICE WILL USER




Safeguard: Deal 1 damage to ALL units.

3

Apprentice Will User is a hooded figure in a blue and white robe, holding a glowing blue orb. The card has a gold cost of 3, 1 blue mana, and 3 red health. It features a green mana symbol in the bottom right corner.



4 BANSHEE




At the start of your turn, destroy ALL units.

4
0
8

3

6 BARMAN



Big Entrance: Summon two 1/1 Barmaids.

6
4
5

2

3 BATTLE MEDIC



At the end of your turn, heal a damaged friendly character for 3.

3
1
4

3

5 BATTLE SWINE




Last Laugh: Summon a 3/3 Guard Pig.

5
4
6

3

5 BIG PIG



Morality (1): Transform this unit.

5
4
6

3

1 BLACKMAIL



Silence a unit. Add a Gold Piece to your hand.

1

3

4 BLACK MARKET DEALER



Big Entrance: Conjure a Merchant card.

4
4
3

3

6 BLACKSMITH




Big Entrance: Give another friendly unit +1/+1 for each other unit you control.

6
3
3

3

5 BLADE SCAVENGER



After a friendly Hollow Man dies, give a unit in your and your ally's hand +1 Strength.

5
6
4

HOLLOW MAN

3

2 **BLAZE OF GLORY**



Give a unit +2 Health, then fully heal it.

0 **BLOCKADE**



Give your units **Guard**.
Invest (+3): Also give your units +1/+1.

3 **BLOOD AUGUR**



After this unit deals damage to your opponent, draw a card.

BANDIT

3 **BLOODED BALVERINE**



After this destroys another unit, heal this unit for 2.

3 **BLOOD FRENZY**



Draw a card for each damaged enemy.

5 **BLOODSTONE BLACKGUARD**



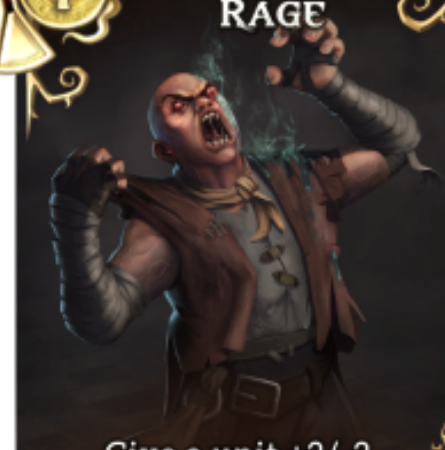
Big Entrance: Give adjacent units +1 Strength per Good, or +1 Health per Evil.

5 **BOARDOAZER**



Rush. Adjacent units have +1 Strength.

1 **BOTTLED RAGE**



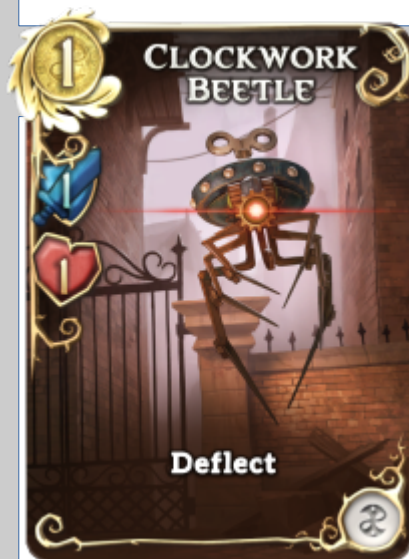
Give a unit +2/-2.

6 **BOUNCER**



After a friendly Hero takes damage, this unit gains **Guard**.





2 CONSUME LIFE

Transform a unit with 3 or less Strength into a 1/1 Shambler.

HOLLOW MAN

4 CORRUPTED

2 **5**

Safeguard: Heal this unit for 4.

HOLLOW MAN

4 CORRUPTED SPELLBLADE

5 **3**

Big Entrance: Destroy a friendly Hollow Man, then resummon it.

HOLLOW MAN

4 CROOKED GATEKEEPER

3 **5**

Safeguard: Gains +1 Health.

BANDIT

6 CROWD'S FAVOURITE

5 **5**

Big Entrance: Gain +1/+1 for each other friendly unit.

HOLLOW MAN

5 CRUCIBLE CONTENDER

4 **4**

Deflect

HOLLOW MAN

1 CRUMBLING CORPSE

1 **1**

Rush
Dies at the end of turn.

HOLLOW MAN

8 CRYPT BARON

2 **8**

Destroy any unit damaged by this unit.

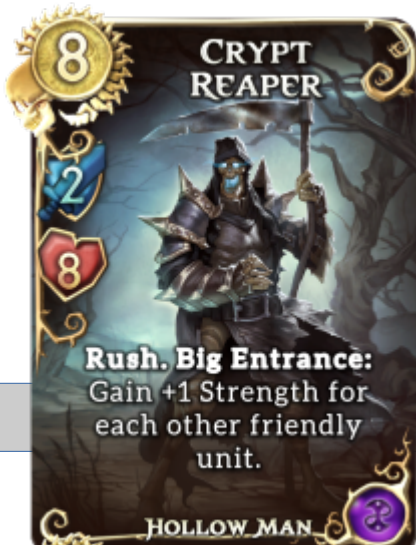
HOLLOW MAN

8 CRYPT GHOUL

2 **8**

Morality (1): Transform this unit.

HOLLOW MAN



Rush. Big Entrance: Gain +1 Strength for each other friendly unit.

HOLLOW MAN



Eulogy: Gain +1/+1 for each unit that has died this turn.

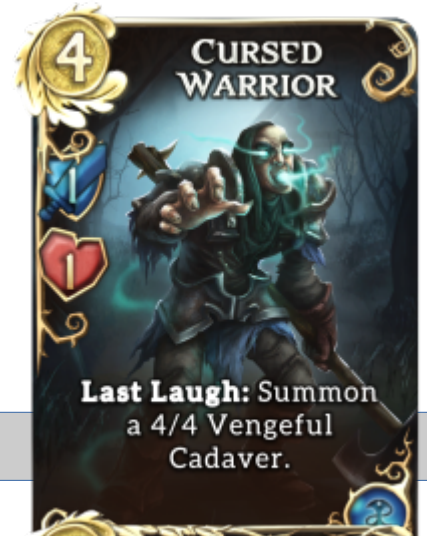
HOLLOW MAN



Big Entrance: Return another friendly unit to your hand.



After this deals damage to a unit and survives, add a Gold Piece to your hand.



Last Laugh: Summon a 4/4 Vengeful Cadaver.



Big Entrance: Add a spell to your hand per point of Good, or a unit per point of Evil.



At the end of your turn, the enemy unit with the highest Strength gets -3 Strength.



Safeguard: Summon a 2/1 Undead Chopper.

HOLLOW MAN



Last Laugh: Deal 3 damage to your opponent.



4 EXPERIMENTAL REPEATER

At the end of your turn, deal 1 damage to this unit and gain +2 Strength.

6 FANATIC

Your cards and effects that heal now deal damage instead.

1 FERAL SQUIRREL

After you use your Hero Power, or play a spell, gain +1 Strength.

2 FERRYMAN

3 FIERCE LOOTER

BANDIT

4 FLAGELLANT

After this unit takes damage, it gains +2 Strength.

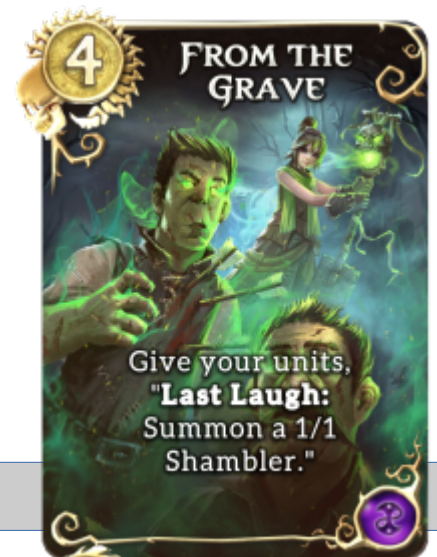
4 FLASK FLINGER

Big Entrance: Deal damage equal to this unit's Strength.

4 FLASK GOLEM

Last Laugh: A unit in your hand gains this unit's Strength.

1 FLUFFY CAT



5 GREATWOOD TROLL

3 6



Safeguard: Deal 2 damage to your opponent.

3 GUARD PIG

3 3



Last Laugh: Give another friendly unit Deflect.

6 HARBINGER

7 6



6 HARDENED COLONEL

6 5



Morality (2): Transform this unit.


7 HEADLESS NORMAN

7 5



Safeguard: Summon an enemy unit that died this game.

3 HEALING BEAM



Heal a character for 8.

3 HEARTLESS LANCER


2 4



After a friendly Hollow Man dies, set this unit's Strength to 4.

HOLLOW MAN

2 HEARTY BREAKFAST

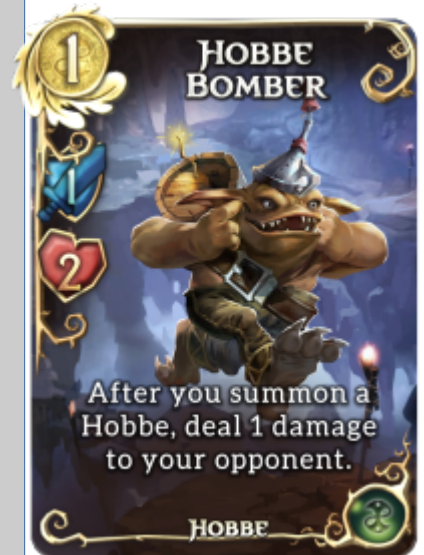
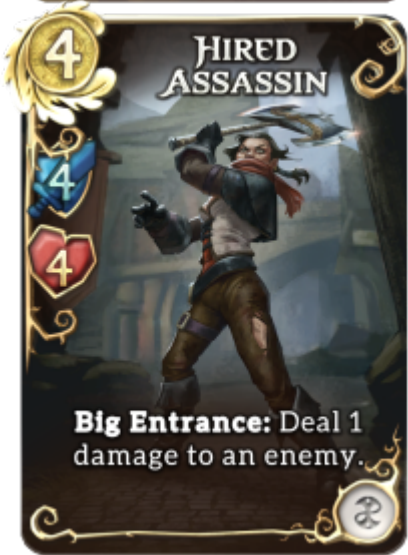
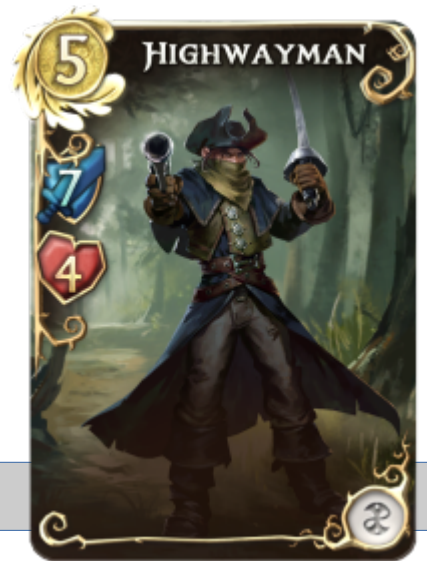
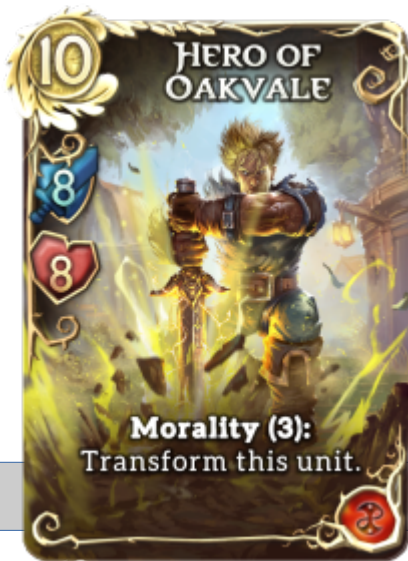


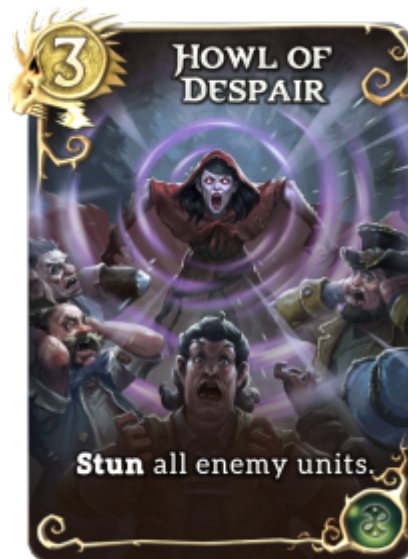
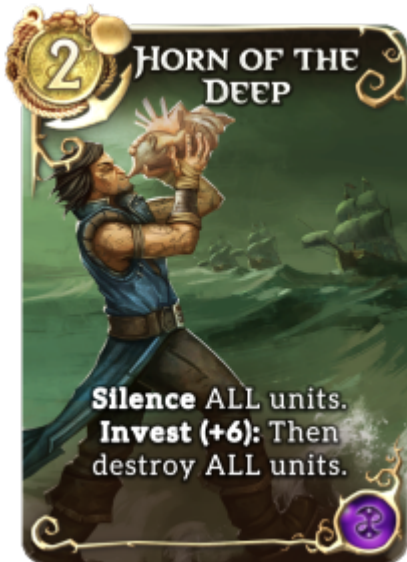
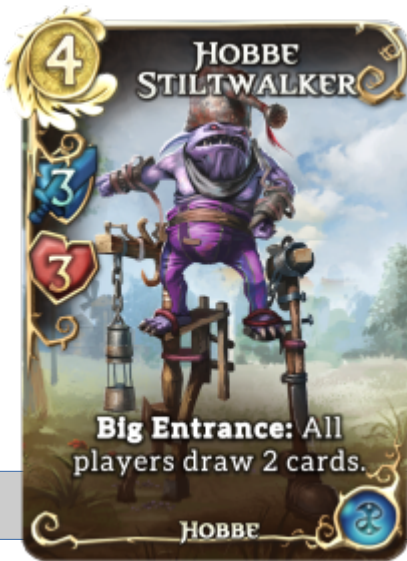
Give a unit in play and a random unit in your hand +2/+2.

7 HENCHMAN

8 7







2

INSIDE TRADER



Last Laugh: Reduce the cost of cards in your hand by 1.

5

INTREPID EXPLORER



Big Entrance: Add a copy of a unit to your hand and give it +1/+1.

5

INTREPID LOOKOUT



Morality (1): Transform this unit.

5

INTREPID SNIPER



Big Entrance: Gain Strength equal to the number of cards in your hand.

3

IRRITATING GARGOYLE



Safeguard: Gains +3 Strength this turn.

7

JACK OF BLADES



Last Laugh: Transform a friendly unit into Jack of Blades.

0

JAR OF LEECHES



Heal a character for 5.

3

JAR OF OGRE SLOBBER



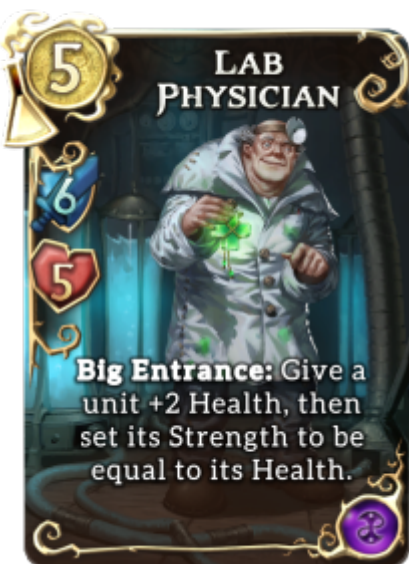
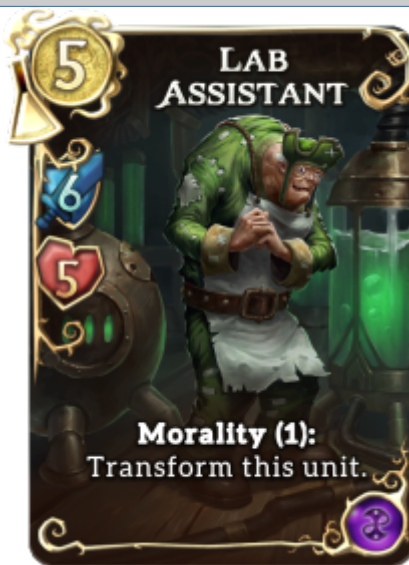
Give a unit +3/+3.

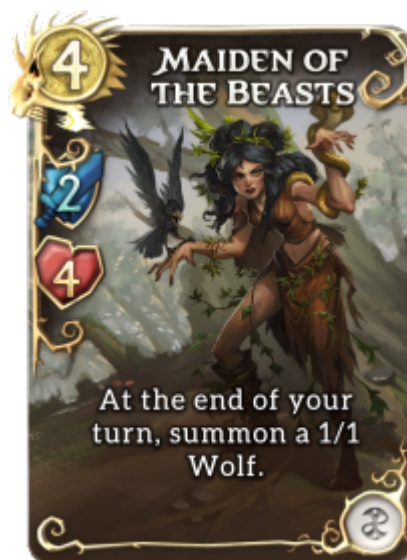
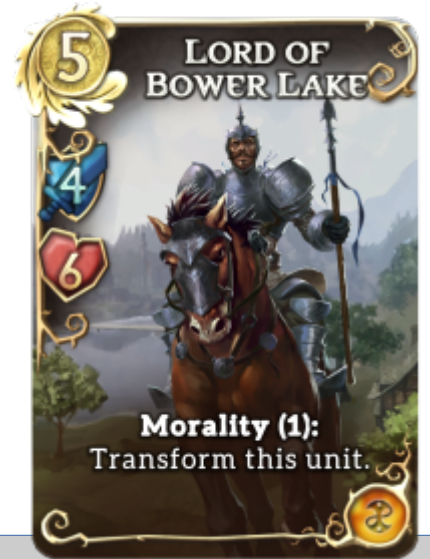
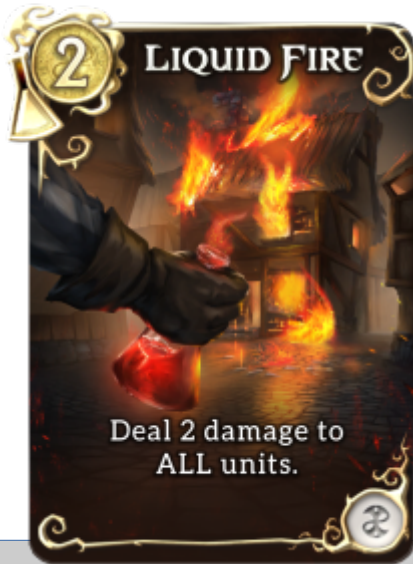
7

KALIN



After Kalin is healed, double her Strength.





2 **MASTER OF BACON**



After you summon a Peasant, gain +1 Strength.

3 **2**


6 **MERCIFUL COLONEL**



Big Entrance: Gain +2/+2 and **Guard**.

6 **5**

6 **MERCILESS COLONEL**



Big Entrance: Give adjacent units +2/+2.

6 **5**

3 **MINION**



At the start of your turn, if this has less than 5 Health, gain +1/+1.

3 **3**

5 **MIRACLE'S MEDICINE**



Heal a character for 4. Summon two 2/2 Naive Punters.

5

4 **MISTRESS OF THE HUNT**



Summon three 1/1 Wolves.

4

10 **MORBID ARCANIST**




After a friendly unit dies while this is in your hand, reduce its cost by 1.

5 **5**

HOLLOW MAN

5 **MORTAL WOUND**



Deal 8 damage to an enemy unit.

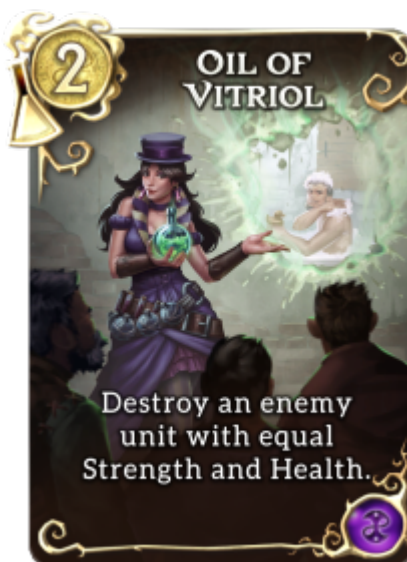
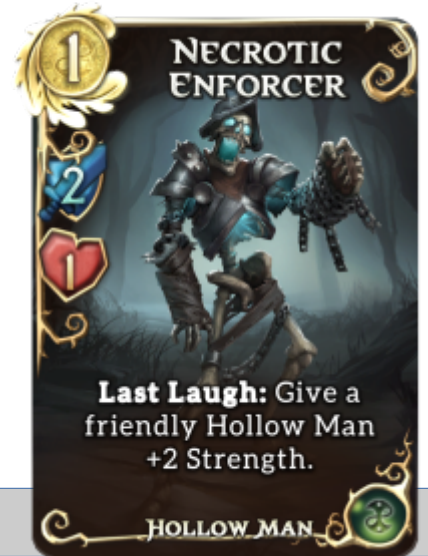
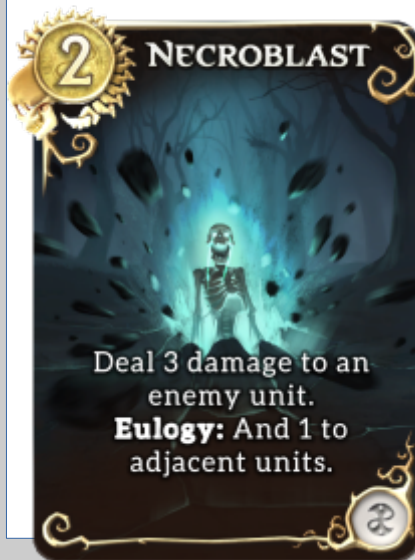
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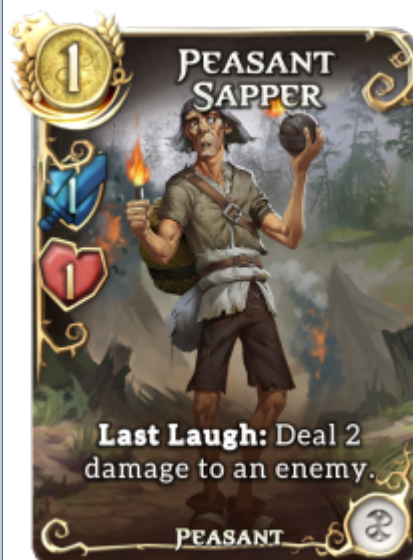
2 **MUSTER**



Summon a 1/1 Peasant. Draw a card. Give a unit in your hand +1/+1.

2





5 **PIE SELLER**

Last Laugh: Heal your Hero and your opponent for 5.

4 **PLAYFUL SPIRIT**

Big Entrance: Add a random spell to your hand.

1 **PLUNDER THE TOMBS**

Conjure a Hollow Man.

0 **POINTY STICK**

Give a unit +1/+2.

2 **POTATO FARMER**

Big Entrance: Deal 2 damage to your opponent.

2 **POTION OF YOUTH**

Give a unit +5 Health.

5 **PREDATORY BALVERINE**

After this destroys another unit, gain +2 Strength and heal this unit for 2.

6 **PRESSGANG**

Summon a unit from your deck.
Invest (+4): Summon 2 units instead.

7 **PRISON EXECUTIONER**

Big Entrance: Choose an enemy unit. It will be destroyed at the end of your opponent's turn.

7 PRISON JAILER



8
5

Morality (2):
Transform this unit.

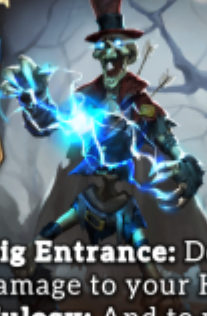
7 PRISON WARDEN



8
5

Big Entrance:
Silence an enemy unit, then reduce its Strength by 2.

2 PROFANE MAGICIAN



4
3

Big Entrance: Deal 3 damage to your Hero.
Eulogy: And to your opponent.

HOLLOW MAN

3 PROTECT THE PROPHET



Give a friendly unit +2 Health. Give adjacent units +1/+1 and put them in **Guard**.

3 PUNCTURE



Deal 4 damage to an enemy unit.

8 QUARTERMASTER



5
6

Safeguard: Gain +2/+2.

4 RABBLE ROUSER



4
3

At the end of your turn, summon a 1/1 Hooligan.

BANDIT

2 RABID WOLF



2
1

Rush

1 RAGING CORPSE



2
1

Rush
Dies at the end of turn.

HOLLOW MAN



4 **REDCAP SHAMAN**



After your opponent takes damage, give a unit in your and your ally's hand +1 Strength.

3 **REDCAP SKULLCHUCK**



At the end of your turn, deal 1 damage to your opponent.

3 **REDCAP STABBER**



After your opponent takes damage, gain +1 Strength.

2 **REFORMED CRIMINAL**



While this unit is undamaged, it has -4 Strength.

1 **REPAIR DRONES**



Give a unit, "At the end of EACH turn, heal this unit for 1". Draw a card.

3 **REPLICATING SHARD**



After this unit is healed, summon another Replicating Shard.

4 **RESTLESS SPIRIT**



Morality (1):
Transform this unit.

3 **RICH AUNTIE**



Last Laugh: Reduce the cost of a card in your and your ally's hand by 1.

5 **RIDE THEM DOWN**



Deal 3 damage to an enemy unit and units adjacent to it.



8 ROCK TROLL



2 ROOKIE
CARDSHARK

**Big Entrance & Last
Laugh:** All players
draw a card.



4 ROOKRIDGE
BUTCHER

Big Entrance: If you
control another Bandit,
give all Bandits in your
hand +1/+1.

BANDIT



7 ROSEWIGHT
BARKSKIN

Your other Redcaps,
Rosewights, Nymphs
and Pucks have
+2/+2.



6 ROSEWIGHT
STALKER

Big Entrance:
Destroy an enemy
unit with 2 or less
Strength.



7 ROSEWOOD
OGRE

Big Entrance: Summon
a 2/2 Noggin and add
an Ogre Fart to your
hand.



7 ROTLUNG
SLAVER

Last Laugh: Summon
two 2/1 Undead
Choppers.

HOLLOW MAN



6 ROYAL
ARMOURER

Safeguard: Give
another friendly unit
+2 Health.



2 ROYAL
CADET

Big Entrance: Give
another unit **Guard**.

4 ROYAL COMMANDER

3 **4**

Safeguard: Add a 2/2 Royal Cadet to your hand.

6 ROYAL FOOL

6 **2**

Big Entrance: Gains +1 Health for each card in your hand.

5 ROYAL OFFICER

4 **4**

Your other units have +1 Strength.

5 ROYAL TACTICIAN

5 **3**

Safeguard: Give your other units +1/+1.

4 SAND FURY

5 **4**

After you target this unit with a spell, gain +2 Strength.

8 SAVAGE CHARGE

8

Summon two 1/1 Wolves, a 1/2 Feral Squirrel and a 4/3 Blooded Balverine.

5 SCARECROW

1 **7**

Safeguard: Summon a 1/1 Crow.

4 SCORPION

2 **4**

Destroy any unit damaged by this unit.

5 SCREAMER

5 **3**

Big Entrance: Stun an enemy unit.

2 SCREAMING SKULL

2 **2**

Last Laugh: Deal 1 damage to ALL units.

HOLLOW MAN

8 SEA WITCH

8 **5**

Big Entrance: Enemy units gain "Can't Guard"

3 SELF DEFENCE TRAINING

Give **Deflect** to your units with 1 Strength.

8 SENTINEL

8 **8**

After a friendly unit is healed while this is in your hand, reduce its cost by 1.

3 SERGEANT OF THE SHOVEL

2 **3**

At the end of your turn, summon a 1/1 Peasant.

4 SET SAIL: DAY 1

Add Set Sail: Day 2 to your hand. (Voyage ends on Day 4.)

5 SHADOW WARRIOR

5 **5**

Big Entrance: Gain +2 Health per point of Good, or +2 Strength per point of Evil.

1 SHAMBLER

1 **1**

HOLLOW MAN

1 SHIMMERING MIRAGE

Summon a copy of a unit. It gains **Guard**. Destroy it at the start of your next turn.

5 SHINING KNIGHT



Your transforming **Morality** units cost 1 Gold less.

5 5 5

3

3 SHIP'S COOK



Big Entrance: Give units in your hand +2/+2, and increase their cost by 2.

3 3 4

3

3 SHOPKEEPER



Big Entrance: You and your ally draw a card.

3 1 3

3

3 SHORT TERM INVESTMENT



Add 2 Gold Pieces to your hand.

3

3

6 SHROUD



Big Entrance: Deal 1 damage to an enemy unit. If you control no units, destroy it.

5 3 3

3

6 SIR WALTER



Big Entrance: Set the Strength and Health of units in your hand to 4.

4 4 4

3

1 SLEEPING SANDS



Set an enemy unit's Strength to 0 this turn and remove it from **Guard**.

1

3

2 SMITE THE CYNIC

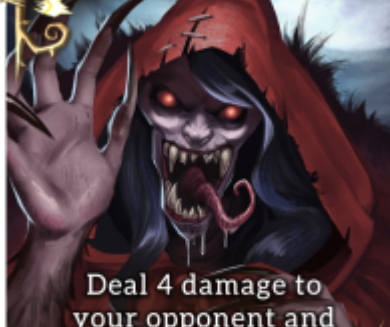


Deal 3 damage.

2

3

3 SNARLING LUNGE




Deal 4 damage to your opponent and heal your Hero for 4.

3

3

6 SNOWSPIRE SUMMONER



7
5

Big Entrance: Deal 1 damage for each point of **Morality** you have.

HOLLOW MAN

9 SPIRE COMMANDANT



8
8

Last Laugh: Deal 3 damage to ALL units.

4 SPITECASTER



3
4

After another friendly unit that costs 2 or more dies, summon a 1/1 Shambler.

HOLLOW MAN

4 STAG BEETLE



5
4

7 STAMPEDING FANS



6
4

Big Entrance: Conjure a transforming **Morality** unit.

4 STANDARD BEARER



1
4


Adjacent units have +2 Strength.

4 STENCH OF DEATH



Deal 3 damage to ALL units.

3 STINGER



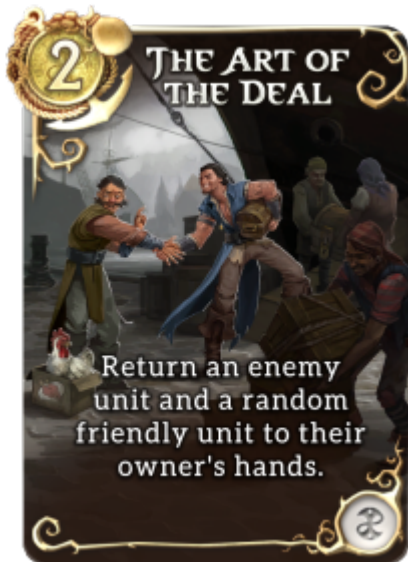
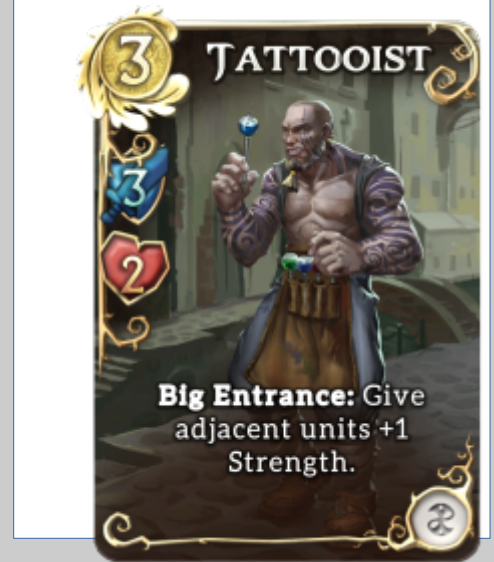
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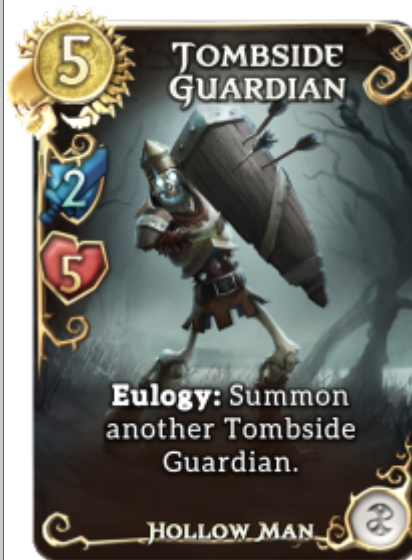
5 STONE DISCIPLE



5
6

Morality (1): Transform this unit.





3
1
4

UNDEAD FOOTMAN




After a friendly Hollow Man dies, gain +1 Strength.

HOLLOW MAN

This card features a gold cost of 3, 1 blue mana, and 4 red health. The illustration shows a dark, armored figure with glowing blue eyes and a sword. The name 'HOLLOW MAN' is printed at the bottom.

2
2
3

UNDEAD SOLDIER



HOLLOW MAN

This card features a gold cost of 2, 2 blue mana, and 3 red health. The illustration shows a dark, armored figure with glowing blue eyes and a sword. The name 'HOLLOW MAN' is printed at the bottom.

2

UNSTABLE BREW



Set a unit's Strength and Health to 4.

This card features a gold cost of 2. The illustration shows a woman in a purple dress pouring a green liquid into a flask on a laboratory table. The text 'Set a unit's Strength and Health to 4.' is at the bottom.

4
4
3

VENGEFUL SPIRIT




Big Entrance: Add a random unit to your hand.

This card features a gold cost of 4, 4 blue mana, and 3 red health. The illustration shows a purple, ethereal spirit with long, flowing hair. The text '**Big Entrance:** Add a random unit to your hand.' is at the bottom.

4
3
4

VETERAN BATTLER



After you summon a 1 Strength unit, give it +2/+1.

This card features a gold cost of 4, 3 blue mana, and 4 red health. The illustration shows a soldier in a blue uniform holding a mallet. The text 'After you summon a 1 Strength unit, give it +2/+1.' is at the bottom.

0

VIAL OF CONFUSION



Switch a friendly unit's Strength and Health.

This card features a gold cost of 0. The illustration shows a purple and blue vial with a swirling pattern. The text 'Switch a friendly unit's Strength and Health.' is at the bottom.

0

VIAL OF RESTORATION



Heal a unit for 2.

This card features a gold cost of 0. The illustration shows a green vial with a cross-shaped stopper. The text 'Heal a unit for 2.' is at the bottom.

0

VIAL OF STRENGTH



Give a unit +1 Strength.

This card features a gold cost of 0. The illustration shows a blue vial with a sword-shaped stopper. The text 'Give a unit +1 Strength.' is at the bottom.

0

VIAL OF VITALITY



Give a unit +1 Health.

This card features a gold cost of 0. The illustration shows a red vial with a heart-shaped stopper. The text 'Give a unit +1 Health.' is at the bottom.

1 VIGILANTE JUSTICE

Deal 1 damage to an enemy unit for each friendly unit.

6 VOICE OF AVO

3

4

Big Entrance: Heal for 1 for each card in your hand.

3 VOICE OF SKORM

3

2

Big Entrance: Deal 1 damage to your opponent for each other friendly unit.

5 WAKE THE DEAD

Summon all friendly units that died this turn.

6 WARDOG

6

7

4 WARRIOR HOBBE

4

5

HOBBE

3 WASP QUEEN

3

3

After this unit survives damage, summon a 1/1 Wasp.

5 WEAR AWAY

Deal 5 damage to a unit. Then set its Strength to be equal to its Health.

3 WESTCLIFF RECRUITER

3

3

After you summon a unit, gain +1 Strength.



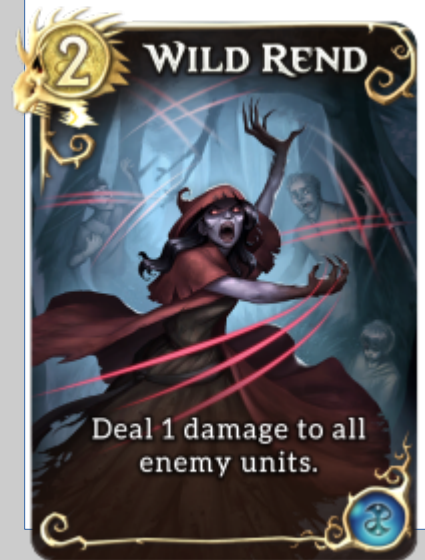
**WHITE
BALVERINE**

After this destroys another unit, summon a 4/3 Blooded Balverine.



WHITE HART

Your Hero Power and damaging spells also heal your Hero for that much.



WILD REND

Deal 1 damage to all enemy units.



WILD SWING

Destroy a damaged enemy unit.



WILLING TEST SUBJECT

Safeguard: Switch this unit's Strength and Health.



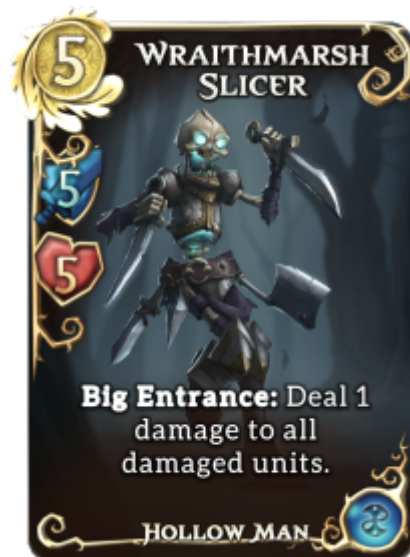
WISE SPELLWEAVER

Safeguard: Draw a card.



WOLF

Other friendly Wolves have +1 Strength.



WRAITHMARSH SLICER

Big Entrance: Deal 1 damage to all damaged units.

HOLLOW MAN



YELLOWBELLY HOBBE

After you summon a Hobbe, return this unit to your hand.

HOBBE