
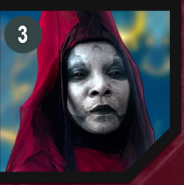


Nightsisters of Dathomir™

Nightsisters of Dathomir™

		1	2	3	4
	5	6	7	8	

	1	2	3	4	
5	6	7	8		

		1	2	3	4
	5	6	7	8	

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  <p>Nightsisters DARK ENERGIES</p> <p>Play when Nightsisters is attacking. *Add 1 to the attack value for each Nightsister adjacent to the attacker.</p>	  <p>Nightsisters DARK ENERGIES</p> <p>Play when Nightsisters is attacking. *Add 1 to the attack value for each Nightsister adjacent to the attacker.</p>	  <p>Nightsisters DARK ENERGIES</p> <p>Play when Nightsisters is attacking. *Add 1 to the attack value for each Nightsister adjacent to the attacker.</p>
  <p>Nightsisters ALL FOR ONE</p> <p>Play when Nightsisters is attacking. *If the attacker is the only Nightsister on the board, the attack value is 10.</p>	  <p>Nightsisters ALL FOR ONE</p> <p>Play when Nightsisters is attacking. *If the attacker is the only Nightsister on the board, the attack value is 10.</p>	  <p>Nightsisters ONE FOR ALL</p> <p>Play when Nightsisters is defending. *You may divide all damage taken and apply it evenly to the other Nightsisters on the board, with any remainder applied to the target.</p>
  <p>Nightsisters ONE FOR ALL</p> <p>Play when Nightsisters is defending. *You may divide all damage taken and apply it evenly to the other Nightsisters on the board, with any remainder applied to the target.</p>	  <p>Nightsisters SPACE AND TIME</p> <p>Play anytime on your turn. Remove all but one Sister from the board where they may not take damage. If the remaining Sister is destroyed, return them to spaces closest to her last occupied space, otherwise beginning of your next turn return them to spaces closest to her.</p>	  <p>Nightsisters SPACE AND TIME</p> <p>Play anytime on your turn. Remove all but one Sister from the board where they may not take damage. If the remaining Sister is destroyed, return them to spaces closest to her last occupied space, otherwise beginning of your next turn return them to spaces closest to her.</p>

SPECIAL



Nightsisters

BATTLE INCANTATION

Play anytime on your turn.
Move all Nighsisters up to 3 spaces each. Gain one action.

SPECIAL



Nightsisters

BATTLE INCANTATION

Play anytime on your turn.
Move all Nighsisters up to 3 spaces each. Gain one action.

SPECIAL



Nightsisters

DARK MAGICK

Play anytime on your turn.
Gain 2 actions and draw a card.



Attack **5**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **2**



Attack **4**

Defend **2**



Attack **3**

Defend **2**





