

Bato Card Library

You can CTRL search via card name or print number.

Disclaimer: Only cards where all rights are owned by Batoranga are shown here. The full in-development list of cards can only be found in the digital test environment.

Included: Published cards, illustrated beta cards.

Excluded: Placeholder beta cards, unstable cards.

Bato Card Back - 0-A



Basic Lands reminder card - 0-B



Hidden text box reminder card - 0-C

Mob's Hidden Abilities

MOBS CAN PLAY SKILL CARDS AND LAND CARDS (SKILLCAST, LANDCAST).

YOUR MOBS GAIN 1 BASIC ACTION (B) AT THE START OF YOUR TURN (THEY CAN ONLY HOLD 1).

PAY 1 BASIC ACTION: BASIC ATTACK.

(+ RANGE 1) DEAL DAMAGE TO A UNIT EQUAL TO YOUR POWER (RED CIRCLE).

PAY 1 BASIC ACTION: BASIC MOVE.

MOVE AN AMOUNT OF TILES IN ANY DIRECTION EQUAL TO YOUR MOVESPEED (BLUE CIRCLE).

BLOCK

WHEN HIT BY A BASIC ATTACK, DEAL DAMAGE EQUAL TO YOUR POWER BACK TO THE ATTACKER.

Standard storage card - 0-D

RESOURCES		MAX
	Actions	4
	Supplies	10
	Gold	10
	Metal	10
	Mana	10
	Faith	10

Wandering Pot - 1



Sprint - 2

Skill - Physical

2
A

Sprint



THIS MOB GAINS **2 FREE MOVES**,
BUT CANNOT USE ABILITIES EXCEPT
FOR ITS **BASIC MOVE** FOR THE REST
OF THE TURN.

Hoih! Hoih! Hoih!

Pocket Sand - 3



Push - 4

Skill - Physical

2
A

Push



The illustration depicts a warrior with a red headband and a green tunic standing on the edge of a brown, rocky cliff. He is pushing a unit, which is a small figure in a green and brown outfit, away from the cliff. The unit is flying through the air, leaving a trail of motion lines. The background shows a blue sky with a few clouds and distant mountains.

⚡ (+ RANGE 1):

**TARGET A TILE. PUSH ALL UNITS
THERE ONE TILE AWAY FROM
THIS UNIT.**

Arid Field - 5



Taiga Cover - 6



Runic Highlands - 7



Pot Monastery - 8



Purrveyor - 9



Bocheli Cliffhanger - 10



Skybridge Worker - 11



Dusty - 12



Brief Rest - 13



Makeshift Supply Tent - 14



Survival Trainer - 15



Giant Viper - 16



Goblin Twinblade - 17



Paranoid Conscript - 18

Mob - Human Soldier

4

Paranoid Conscript



3 **4** **1**

ATK MOD: 2x DAMAGE TO ALLIES.

KILL TRIGGER: SEARCH YOUR GRAVEYARD FOR A SKILL CARD, REVEAL IT, AND PUT IT IN YOUR HAND.

Starving Wendigo - 19



Resolute Survivor - 20



Return Contract - 21



Tabby Mechanist - 22

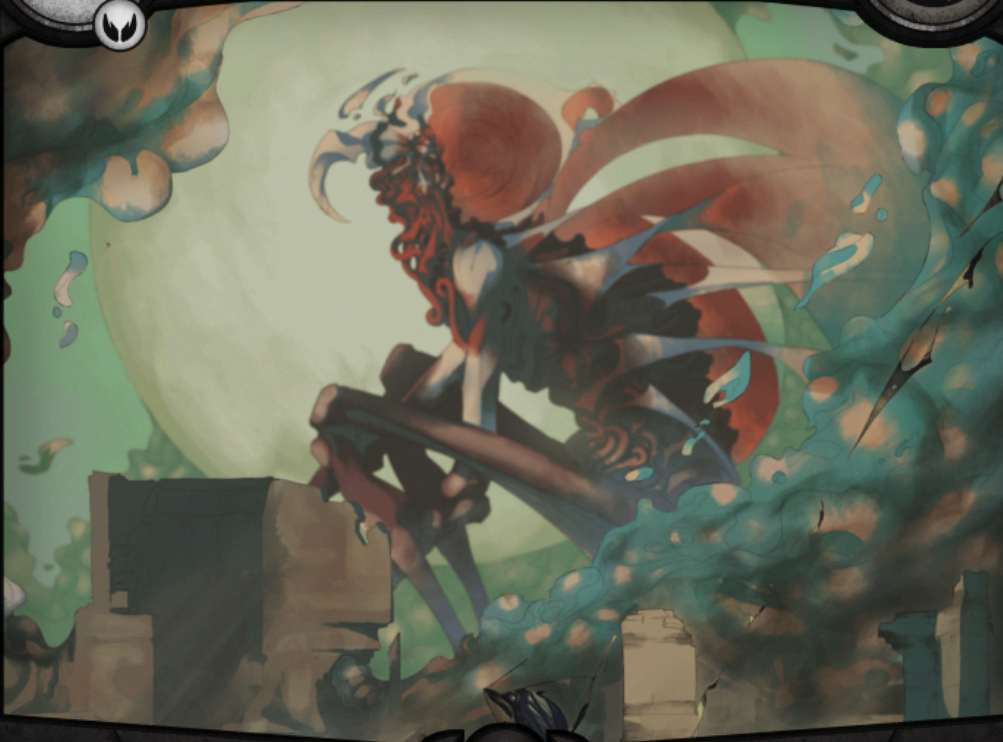


Long Term Dusk - 23

Skill - Ritual

6

Long Term Dusk



**THIS MOB GAINS +2 INSANITY,
+ 1 WASTING.**

**OTHER NEARBY MOBS GAIN + 1
INSANITY.**

Pot Sprite - 24



Cull - 25



Dash - 26

Skill - Physical

2
A

Dash



026/300

**MOVE THIS MOB ONE TILE IN ANY
DIRECTION.**

DISCARD A CARD TO PLAY THIS SKILL AT
⚡ **SPEED.**

Feral Pillar - 27

Epic Object - Altar

6 

Feral Pillar 

2 



BELIEF SLOTS: 1

(WORK - + RANGE 1), YIELD: +  

**END PHASE: (+ RANGE 1) NEARBY MOBS
GAIN +1 INSANITY.**

Reclaiming Dryad - 28

Mob - Siren

6  **Reclaiming Dryad** 



 **3** **6** **1** 

YOUR END PHASE: EACH NEARBY ENEMY COINFLIPS. LOSERS GAIN +1 BLEED, +1 SNARE.

ON NEARBY SNARED MOB DEATH: +  

Kitty - 29



Cat Squire - 30



Roof Creeper - 31



Mob - Goblin

4



Roof Creeper



3

3

1

C

CLIMBER

**DEATH TRIGGER: THIS MOB'S
CONTROLLER DRAWS A CARD.**

Anklecutter - 32

Epic Mob - Goblin

Anklecutter

An illustration of a goblin, the Anklecutter, in a dark, rocky cave. The goblin is green-skinned with large, pointed ears and a menacing expression. It is crouched on the ground, holding a large, gnarled bone horizontally across its chest with both hands. The cave walls are jagged and uneven, with some small, glowing green plants or fungi visible in the background.

4

3 4 1

**ATK MOD: HIT MOBS GAIN +1 BLEED,
+1 SNARE.**

**ANKLECUTTER HAS 2 BASIC ACTION
CAPACITY.**

Breacher Moira - 33

Epic Mob - Human Soldier

Breacher Moira



4

4 3 1

⏏ B A ⌚:

(+ RANGE 2) BREACHER MOIRA SHOOTS A
2 DMG PIERCING MISSILE.

STRK MOD: +3 DMG TO NON-MOBS.

Surveyor Oshan - 34

Leader - Human Wayfarer

4

Surveyor Oshan



4 **3** **1**

CLERIC

(A): LANDSWAP.

(B)(A)⚡: PEEK 4 - YOU MAY DISCARD 1 TO PUT A LAND FROM AMONG THE PEEKED CARDS INTO YOUR HAND.

Taskmaster Boris - 35

Leader - Cat Rogue

4 Taskmaster Boris



4 **5** **1**

00⚡: SAC AN ALLIED CAT - DRAW 1

WHEN AN ALLIED CAT ATTACKS A MOB, GAIN
+ **00** IF IT LIVES, OR + **000** IF IT DIES.

RECRUIT - **B** **A**: TARGET NEARBY MOB
GAINS THE CAT SUBTYPE.

Starter Tent - 36



Slugger - 37



Meddlegog - 38



River Loong - 39

Leader - Loong

River Loong

6



3 6 1

AQUATIC, MAGE

WHEN A MOB DROWNS, +  

   **A** : PUSH A UNIT
(+ RANGE 1)

Supermassive Black Toad - 40



Recursive Drone - 41 (Beta Card)



Manic Pixie - 42 (Beta Card)



