

Path of the
Guardian



Starter

Raising Dragons

Inferno Dragon – Frost Dragon – Shadow Dragon



5

Starter

Defend the Peaks



4



0

Unyielding Protection



6



5

Nurture Cooperation

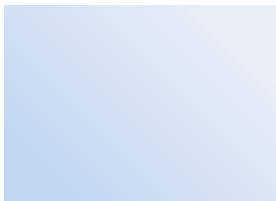


5

Guardian's Fury

Raising Dragons

Starter – Innate Permanent



Innate (Play before the match starts.)

Choose **two dragons** and reveal and recall them. They are **Eggs** for the first three turns of the match, **Hatchlings** on the fourth turn and **Adolescents** on the fifth and beyond.

At the end of each turn, if your opponent scored points this turn, banish a dragon from your hand.

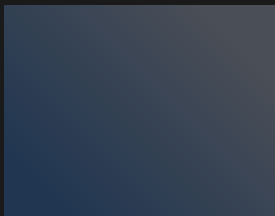


{three dragons}



Inferno Dragon

Linked



*Dragon – **Linked** (This card begins the match forgotten and is recalled by Raising Dragons.)*

If I am a **Hatchling** or **Adolescent**:

Attack



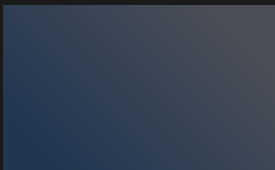
If I'm an **Adolescent**:

Increase my attack power by 3.



Frost Dragon

Linked



Dragon – Linked (This card begins the match forgotten and is recalled by Raising Dragons.)

If I am a **Hatchling** or **Adolescent**:

Attack



If I'm an **Adolescent**:

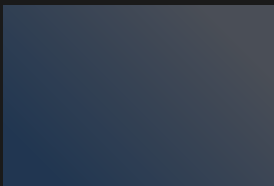
Increase my attack power by 1.

Your opponent's attacks get -3 attack power.



Shadow Dragon

Linked



*Dragon – **Linked** (This card begins the match forgotten and is recalled by Raising Dragons.)*

If I am a **Hatchling** or **Adolescent**:

Attack



If I'm an **Adolescent**:

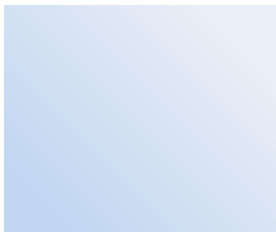
Increase my attack power by 1.

I can't be blocked.






Defend the Peaks

Starter – Sequence



Block an attack.



Your opponent's attack cards
cost    more .



4

{cost    more}

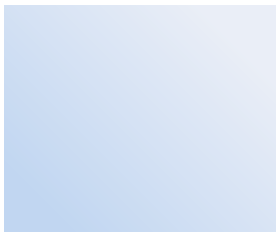


Unyielding Protection



0

Advanced



Your opponent can't score points this turn.



Oneshot: Banish after use.



6

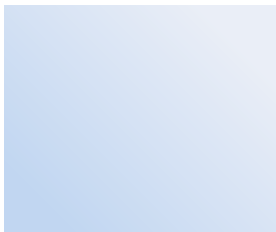
I cost no resources.

Nurture Cooperation

Advanced - Permanent



5



Your dragons get +1 attack power.

When you reveal and play a dragon, you may play any number of other dragons from your hand as special actions and without paying their costs.



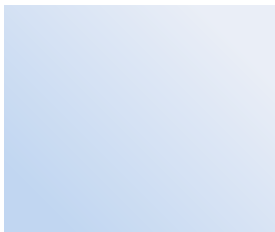
Guardian's Fury





5



Advanced



I cost one resource less for each dragon that has been banished. ( is removed before .)

Attack



Block an attack.



Path of the

Bog Witch



Starter

Unburial Rite

The Risen One



5

Starter

Lantern's Touch



5



0

Polliwog Curse

Audacious Croak – Leap Away



3

Putrid Cauldron



5

Disperse into Rotflies



Unburial Rite

Starter



Block an attack.



Recall The Risen One.



5

The Risen One gets +2 attack power.



The Risen One

Linked



Linked (This card begins the match forgotten and is recalled by Unburial Rite.)

Attack



If Unburial Rite is upgraded, I get +2 attack power.



Oneshot: Banish after use.

Lantern's Touch

Starter




Attack



Gain .

If I hit, your attacks can't be blocked next turn.

 **5**

Gain an additional .



Polliwog Curse

Advanced – Sequence



0



I

Your opponent recalls
Audacious Croak and Leap
Away.

II

Your opponent can only play
frog cards.



Oneshot: Banish after use.

Audacious Croak

Linked



Frog – Linked (This card begins the match forgotten and is recalled by Polliwog Curse.)

Gain .

Banish me when Polliwog Curse leaves play.



Oneshot: Banish after use.



Leap Away

Linked



*Frog – **Linked** (This card begins the match forgotten and is recalled by Polliwog Curse.)*

Block an attack.



Banish me when Polliwog Curse leaves play.



Oneshot: Banish after use.

Putrid Cauldron

Advanced – Innate Permanent







3



Innate (Play before the match starts.)

If you would gain resources during a match, put them on me instead.

Your cards costs are reduced by whatever I could pay for. (For example, if you have  in the cauldron and you play a card that costs  , you would only need to pay )

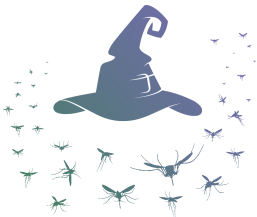


Disperse into Rotflies

Advanced – Sequence



5



I

Attack



Block an attack.



II

Attack

