

Starter

Shapetheft

Path of the

Talent

Starter

Thrive in Carnage

Starter

Prophetic Visions

Starter

Harness Chaos

Starter

Befriend Wild Beasts

Starter

Demonic Pact

Starter

Rest



Command of Fire

Starter - Permanent



Your attacks get +1 attack power.

Invoke:

Attack





Defy Mortality

Starter



If you would complete a sequence this turn, that card stays in play for an additional turn with the same effect as the final printed stage.

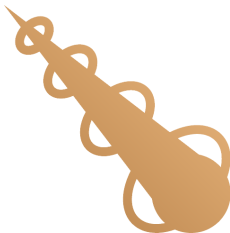
Invoke: Recall and play a Skeletal Minion.



Rays of Radiance




Starter



Attack



I can't be blocked.

Invoke: Gain .

Move Like Lightning

Starter



Gain .

Your attacks get +1 attack power this turn.

Invoke: You get an additional action next turn.




Speak With Ghosts

Starter



Gain .

Recall a banished card you played this match.

Invoke: You may pay  to recall and play a Guardian Spirit.

Gift of Lullabies

Starter



If your opponent began the turn exhausted, they can't score points this turn.

Invoke: Exhaust your opponent.

(If you play a card when exhausted, you must sacrifice it if you haven't yet. Resting removes exhaust.)




Duelist's Finesse

Starter



Attack



Swift (*Blocking me costs* )

Invoke: I get +2 attack power for the rest of the match.

Iron Skin

Starter – Permanent



Your opponent's attacks get -1 attack power.

When you are hit by an attack, recall me at end of turn.

Invoke: I can't be recalled this turn.
Play me if able.



Step Through Time

Starter



Attack



If it's the final turn of the match, attack twice instead. (*one block can only stop one attack.*)

Invoke: The match ends one turn sooner.

Touch of Decay

Starter



Attack



When I hit, **invoke**.

Invoke: Your opponent must pay 🌈. If they can't:

Attack



Command of Ice

Starter



Block an attack.



Invoke.

Invoke: Your opponent must sacrifice a card if able.



Erase Memories

Starter



Look at your opponent's hand, then choose and banish a card from their hand.

Invoke: Name a card. Your opponent can't play the named card next turn.

Shapetheft

Starter



When you reveal me, name a card your opponent played last turn. I am a copy of that card until I leave play.

Invoke: Invoke your opponent's talent.



Thrive in Carnage

Starter



Attack

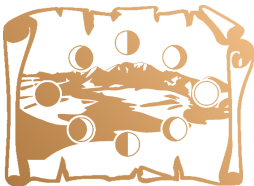


If either player has five or more points, I cost nothing to play.

Invoke: At the end of the turn, if your opponent hit you with an attack this turn, score one point.

Prophetic Visions

Starter - Sequence



I

No effect.

II

No effect.

III

Attack



Invoke: Score double points next turn.

Harness Chaos

Starter

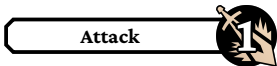


Reveal a card from your hand at random and play it without paying costs.

Invoke: Roll a six-sided die.

1-2: Banish a card from your hand.

3-5:



6: Play me if able.

Befriend Wild Beasts

Starter – Permanent



On play: No effect.

Invoke: If I'm in play, you must recall me to

Attack



Otherwise, play me.

Demonic Pact

Starter



Attack



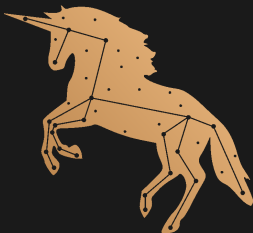
If your hand is empty, I get +1 attack power.

Invoke: Play a card from your hand if able. Sacrifice it if you haven't yet.



Guardian Spirit

Linked – Permanent



Linked (This card begins the match banished.)

When you are attacked, banish me to:

Block an attack.





Skeletal Minion

Linked – Sequence



Linked (This card begins the match banished.)



No effect.



Attack



Rest

Starter



Reveal me when the match starts. I don't count for maximum hand size.

You are no longer Exhausted. *(If you play a card when exhausted, you must sacrifice it if you haven't yet.)*

(Play me if you can't or don't want to play any other cards.)