Bloodthirsty Axe

Starter

Attack 2

I get +2 attack power if you are being attacked.

Berserker   10/15/21 – Glorybound

Battle Rage

Starter – Permanent

At the start of each turn, if your opponent has scored at least three points you may play an additional action this turn.

⬆ 6

Gains: *Innate*
(Play before the match starts.)

Berserker   10/15/21 – Glorybound

Rite of Scars

Advanced

🔓
0

Gain ⚪⚪.

Attack yourself 🪓 with an attack power of 2.

(You are both attacking and being attacked. If you don't block, your opponent scores the points.)

⬆ **6** | +1 attack power; +1 ⚪ gained.

Berserker | 10/15/21 – Glorybound

Pillage

Advanced

Banish a card your opponent played this turn.

📉 **Oneshot:** Banish after use.

⬆ 3 | ... and another one of your opponent's cards of their choice.

Berserker   10/15/21 – Glorybound

Pillage

🔓 2

Advanced

Banish a card your opponent played this turn.

📉 **Oneshot:** Banish after use.

⬆ 3 — ... and another one of your opponent's cards of their choice.

Berserker   10/15/21 – Glorybound

Retribution

Advanced

🔓
4

Attack ⚔2

I get +1 attack power for each two points your opponent has scored this match.

I can't be blocked unless your opponent pays 🔻🔻.

⬆ 4 | {opponent pays 🔻🔻🔻}

Berserker | 10/15/21 – Glorybound

Insatiable Flame

Starter
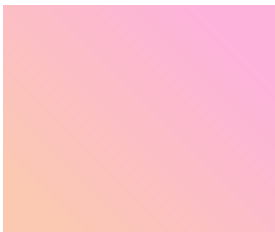
Attack

I **burn** your opponent when I hit.
(This can help you set them ablaze)

Set Ablaze

Starter
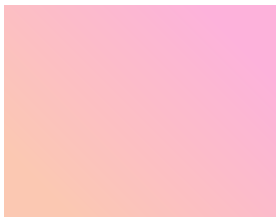
I cost no resources once your opponent has been **burned** twice.

I can't be blocked.

Attack 4

Oneshot: Banish after use.

7

Costs instead of .

Inferno Circle

🔓 **0**

Advanced – Sequence
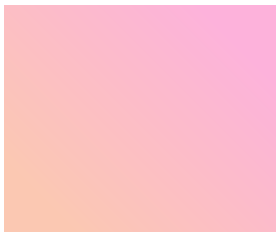
I — If your opponent attacked this turn, I **burn** them.

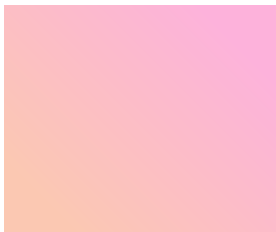**II** — If your opponent attacked this turn, I **burn** them.

⭮ **4** — Repeats the same effect for a third turn.

Kindled Flame

🔒
3

Advanced – Innate Permanent

***Innate** (Play before the match starts.)*

When your opponent is **burned** for the third time play Set Ablaze immediately as a special action. If it is forgotten, recall it first.
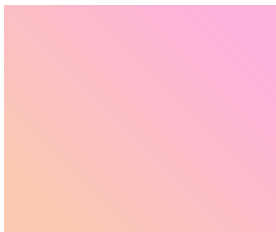
⬆ **3**

Your opponent only needs to be burned twice instead of three times.

Pyre Offering

🔓
5

Advanced – Sequence

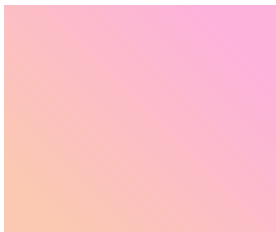**I** Banish a non-Fireheart card from your hand to recall Consumed by Flame.

II You may play an additional action.

📉 **Oneshot:** Banish after use.

Consumed by Flame

Starter – Linked

Linked *(This card begins the match forgotten and is recalled by Pyre Offering.)*

Consumed by Flame is a copy of the card that was banished by Pyre Offering, except that it **burns** your opponent when it hits and when it blocks their attacks.

Balanced Blade

Starter

Attack

Recall Parry.

⬆ **4**

Costs 🔻 less to cast.

Parry

Starter – Linked

***Linked** (This card begins the match forgotten and is recalled by Balanced Blade.)*

I cost one resource less if you played Balanced Blade last turn.

Block an attack.

Oneshot: Banish after use.

Arrow Volley

Starter

Repeat the following twice:

Attack 1

(One block can only stop one attack.)

◆ 6 | Attacks three times instead of two.

Decisive Strike

Advanced

I cost one resource less for each two points you've scored this match.

Attack 3

4 +1 attack power.

0

Battle Tactics

Advanced – Innate Permanent

3

Innate *(Play before the match starts.)*

Choose a strategy:

Skirmish – You may play an additional action on the second turn.

Ambush – The first time you attack, give an attack +2 attack power.

Besiege – Your opponent pays ▽▽▽.

4   {second and fourth}; {+4}; {▽▽ ▽▽}

Shield Wall

🔒 5

Advanced – Permanent

First turn:

Block an attack.

Whenever you play an attack, block an attack with less attack power.

Elegant Reversal

Starter
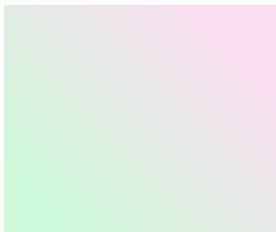
Block an attack.

When I block an attack, I attack back with equal attack power.

Mesmerize

Starter – Sequence
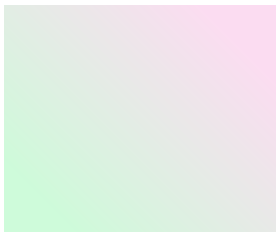
I No effect

II Your opponent's actions cost twice as many resources.
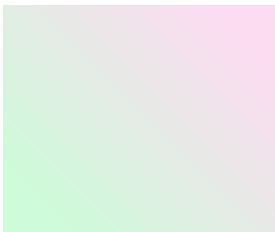*(For example, an action that would cost 🟢🔻🔻 costs 🟢🟢🔻🔻🔻🔻.)*

⬆ **4**

{Gain ⚪.}

Dizzying Spin

Advanced – Sequence

0

I

Attack

If I hit, name a card.

II

Your opponent can't play the named card(s).
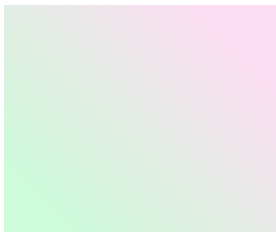
↥ 3

{Whether or not I hit}

Just Out of Reach

🔓

0

Advanced

Your opponent's attacks get -2 attack power this turn.

⊕ **6**

Once per match you may play me any time as a special action. If you do, banish me after use.
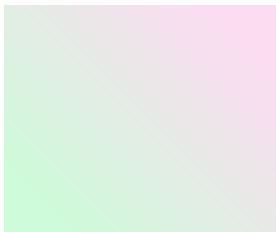
Dancer 10/15/21 – Glorybound

Entice to Dance

3

Advanced – Innate Permanent

***Innate** (Play before the match starts.)*

Your opponent recalls Try to Keep Up.

When the match ends, score three points unless your opponent has played Try to Keep Up.
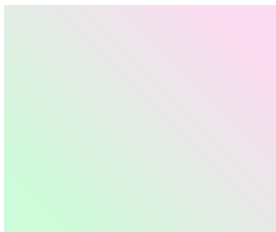
3 | Try to Keep Up costs .

Try to Keep Up

Starter – Linked

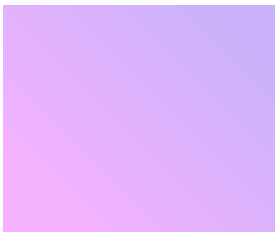**Linked** *(This card begins the match forgotten and is recalled by Entice to Dance.)*

Banish Try to Keep Up on top of Entice to Dance.

(If Entice to Dance is upgraded, this card costs 🔻🔻 .)

Arcane Research

Starter

Choose two random advanced cards you have not yet learned and recall them. If you recall an innate card, play it immediately.
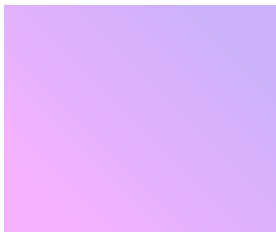
⊕ 7

{one random forbidden magic and one random advanced card}

Forcefield

Starter

Block an attack.
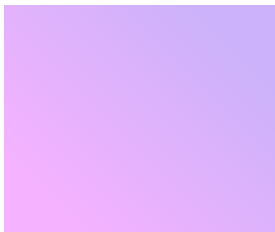
For the rest of the match, Forcefield costs no resources.

Meteor Invocation

Advanced – Sequence

2

I   No effect.

II   Attack   4
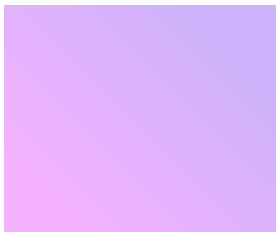
5   +2 attack power.

Shrinking Ray

Advanced

🔓 5

Your opponent pays 🔺🔺 if able, or 🔺 if that's all they have. They must undo an action they played this turn if doing so would make them more able to pay. *(Undone actions are recalled and refunded and have no effect.)*
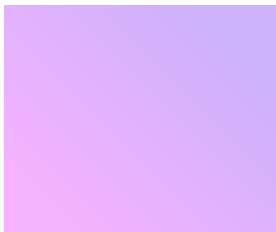
📉 **Oneshot:** Banish after use.

Spellweaving

🔓
8

Advanced – Innate Permanent

***Innate** (Play before the match starts.)*
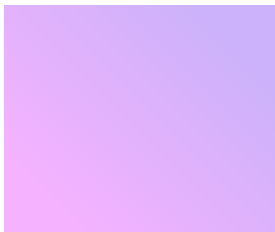
Reveal an Arcanist card and a non-Arcanist card from your hand. When you play one of those cards, play the other as a special action if able.

All-Consuming Void

Starter – Linked

*Forbidden Magic – **Linked** (This card begins the match forgotten and is recalled by an upgraded Arcane Research.)*

At end of turn, end the match. *(The player with more points wins)*

True Reincarnation

Starter – Linked

*Forbidden Magic – **Linked** (This card begins the match forgotten and is recalled by an upgraded Arcane Research.)*

If your opponent would score points this turn, instead they score no points and your resources are restored to your starting resources.

Awaken the Old Gods

Starter – Linked Sequence
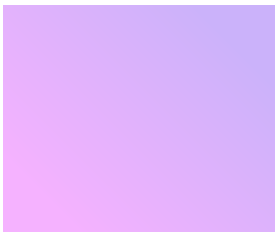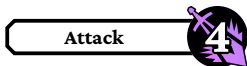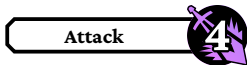

*Forbidden Magic – **Linked** (This card begins the match forgotten and is recalled by an upgraded Arcane Research.)*

I — Attack — 4

II — Attack — 4

Backstab

Starter

If your opponent isn't attacking:

Attack ③

4

+2 attack power.

Assassin　　　　　　　　　　10/15/21 – Glorybound

Shadowstep

Starter

Block an attack.

Banish me unless you pay 🗡️.

Trap Setting

Advanced

0

Secretly choose a Trap and put it into play face down. You can turn that card face up to play it as a special action any time after this turn ends.

Poisoned Dagger

Starter – Linked

*Trap – **Linked** (This card begins the match forgotten and is recalled by Trap Setting.)*

If you hit with an attack this turn, I become permanent and at the start of each turn, you score one point. Otherwise, banish me.

Smoke Shroud

Starter – Linked

*Trap – **Linked** (This card begins the match forgotten and is recalled by Trap Setting.)*

If your opponent didn't attack last turn, they can't score points this turn.

📉 **Oneshot:** Banish after use.

Feign Defeat

Starter – Linked

*Trap – **Linked** (This card begins the match forgotten and is recalled by Trap Setting.)*

If your opponent has more points than you, they can't block this turn.
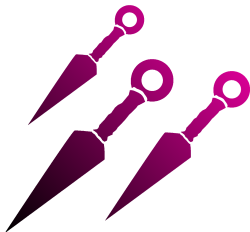
📊 **Oneshot:** Banish after use.

Always More Knives

Advanced – Sequence

0

I	Attack	3
II	Attack	1

4 — Costs 🗡️🔻🔻 instead of 🗡️🔻🔻🔻.

Hidden in Plain Sight

🔓
5

Advanced – Innate Permanent

***Innate** (Play before the match starts.)*

After the first turn of the match, but before the second, there is a secret turn. Your opponent and their cards do not participate in this turn, and no points can be scored.

Tempest Blade

Starter

Attack

If Storm-Infused Blade is blocked, you may pay 🛡️ ▽▽ to score two points.

⬆️ **4**

Costs ▽▽ instead of ▽▽▽.

Leap Skyward

Starter – Sequence

I — **Block** an attack.

II — Your attacks get +1 attack power.

2 {+2}

Storm Surge

Advanced

🔓 **0**

Gain 🔵 until you have more resources than your opponent.

Wind's Favor

🔓
4

Advanced – Innate Permanent

***Innate** (Play before the match starts.)*

As long as both players are attacking, your attacks get +1 attack power.

Bring the Lightning

🔓

5

Advanced – Innate Permanent

***Innate** (Play before the match starts.)*

Your first attack of the match gets +1 attack power. Then note its attack power and recall Echoing Thunder.

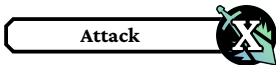# Echoing Thunder

Starter – Linked

Linked *(This card begins the match forgotten and is recalled by Bring the Lightning.)*

My base attack power X is the number you noted for Bring the Lightning.
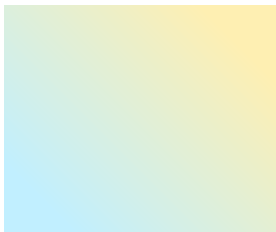
Attack

Oneshot: Banish after use.

Smite

Starter

Attack ③

6

Banish any non-innate card from play.

Shield of Faith

Starter – Sequence
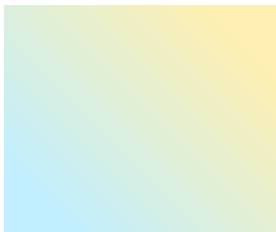
I — **Block** an attack.

II — All points you score are doubled.
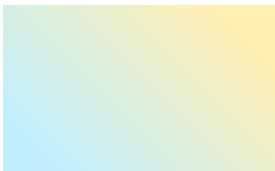
3 — When Shield of Fate blocks, it block all attacks instead of just one.

Divine Intervention

Advanced

🔓 **0**

You can't play me until you've scored at least four points.

Block an attack.

Score one point.

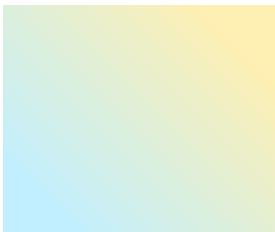Gain 🔴 🔵.

📊 **Oneshot:** Banish after use.

🔼 **5**

For the rest of the match, your attacks get +2 attack power.

Desperate Prayer

Advanced

🔓
3

When you forget me, return me to your hand. *(You will begin the match with six cards in hand.)*

Score one point.

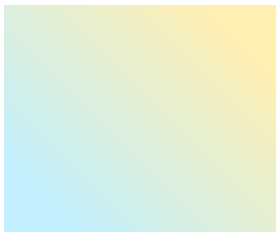▨ **Oneshot:** Banish after use.

Righteous Conviction

🔓 **6**

Advanced – Innate Permanent

Innate *(Play before the match starts.)*

Gain 🌈.

While your opponent has more points than you, they can't block an attack unless they pay 🔻.

Bind in Thorns

Starter

Attack

Block an attack.

4

+1 attack power.

Lifebloom

Starter – Sequence

I   Gain ◯.

II   Gain ◯.

⬆ **6**   Gain ◯◯ each turn instead.

Wildshape

Advanced

🔓
0

Choose, reveal and recall an Animal Form.

⬆ **4**

Gains: *Innate*
(Play before the match starts.)

Druid   10/15/21 – Glorybound
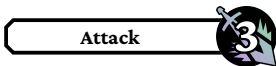
Tooth and Claw

Starter – Linked

*Animal Form – **Linked** (This card begins the match forgotten and is recalled by Wildshape.)*

Attack

I can't be blocked unless your opponent pays 🔻.

Oneshot: Banish after use.
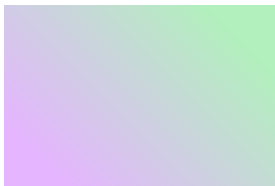
Druid   10/15/21 – Glorybound

Take Wing

Starter – Linked Sequence

*Animal Form – **Linked** (This card begins the match forgotten and is recalled by Wildshape.)*

I — **Block** an attack.

II — **Block** an attack.

Oneshot: Banish after use.

Fierce Seedling

🔓
3

Advanced – Permanent

Each turn, I grow. Then, if I have grown at least three times:
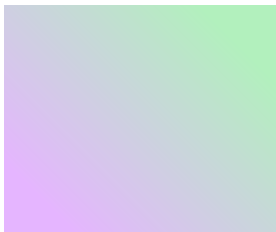
Attack

Sheltering Ancient

🔓
5

Advanced – Innate Permanent

***Innate** (Play before the match starts.)*

When you are attacked, banish me to block that attack. At the end of the second turn of the match, banish me.

FAKE TEST CARD

Starter – Linked

Linked *(This card begins the match forgotten and is recalled by an upgraded Arcane Research.)*

Attack	4
Attack	4

Oneshot: Banish after use.

FAKE TEST CARD 2

Starter – Linked

Linked (This card begins the match forgotten and is recalled by an upgraded Arcane Research.)

I **Block** an attack.

II **Attack** 4

Oneshot: Banish after use.