



# Bloodthirsty Axe

*Starter*



**Attack**



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

# 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.



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

# 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.

# Pillage

*Advanced*



2



Banish a card your opponent played this turn.



**Oneshot:** Banish after use.



3

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



# Retribution



4

*Advanced*



Attack



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

I can't be blocked unless your opponent pays



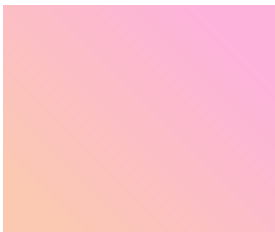
4

{opponent pays



# Insatiable Flame

*Starter*



**Attack**

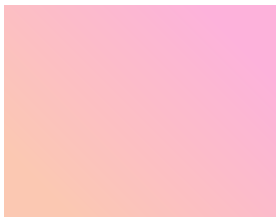


I **burn** your opponent when I hit.  
*(This can help you set them ablaze)*



# Set Ablaze

*Starter*



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

I can't be blocked.









**Attack**



**Oneshot:** Banish after use.



7

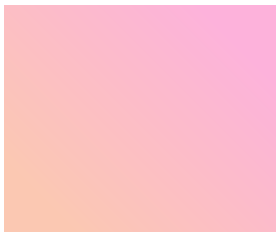
Costs    instead of  
    .

# Inferno Circle

*Advanced - Sequence*



0



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



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



4

Repeats the same effect for a third turn.

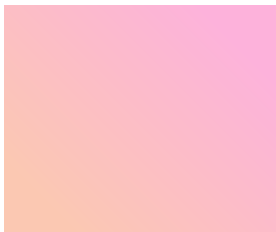


# Kindled Flame

*Advanced – Innate Permanent*



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*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

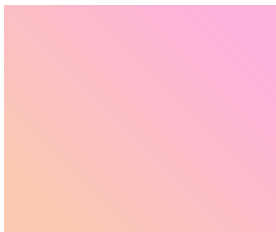
Your opponent only needs to be burned twice instead of three times.

# Pyre Offering

*Advanced – Sequence*



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

You may play an additional action.

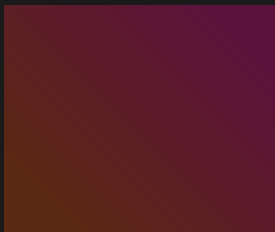


Oneshot: Banish after use.

# Consumed by Flame

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*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**



*(One block can only stop one attack.)*



**6**

Attacks three times instead of two.



# Decisive Strike



0

*Advanced*



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

**Attack**



4

+1 attack power.



# Battle Tactics



3

*Advanced – Innate Permanent*



*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

*Advanced - Permanent*



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First turn:

**Block an attack.**



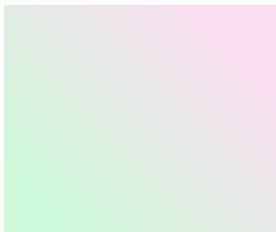
Whenever you play an attack, block an attack with less attack power.



# Elegant Reversal



*Starter*



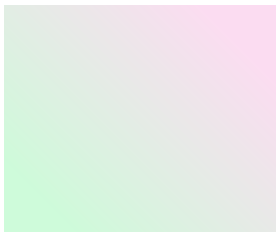
**Block an attack.**



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








# Mesmerize

*Starter – Sequence*



No effect

Your opponent's actions cost twice as many resources.

*(For example, an action that would cost    costs    .)*



4

{Gain .}

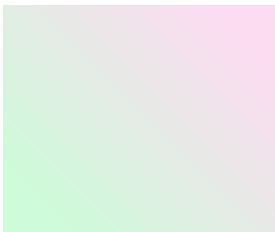


# Dizzying Spin

*Advanced - Sequence*



0



**Attack**



If I hit, name a card.

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



3

{Whether or not I hit}

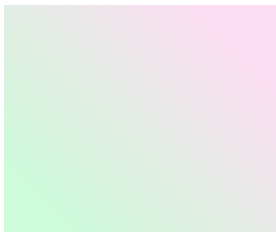


# Just Out of Reach

*Advanced*



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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

10/22/21 - Glorybound

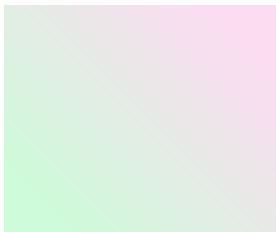


# Entice to Dance

*Advanced – Innate Permanent*



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*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.



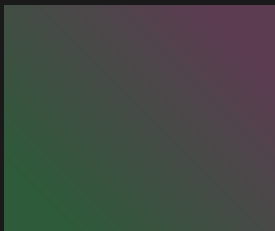
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Try to Keep Up costs .

# Try to Keep Up


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*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



No effect.



Attack



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

*Advanced – Innate Permanent*



8



*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.)*



Attack



Attack





# Backstab

*Starter*



If your opponent isn't attacking:

**Attack**



**4**

+2 attack power.

Assassin

10/22/21 - 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

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*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.

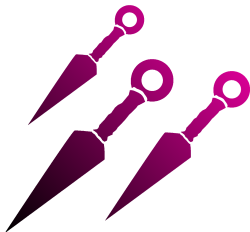


# Always More Knives

*Advanced – Sequence*



0









Attack



Attack



4

Costs   instead of    .

Assassin

10/22/21 – Glorybound

# Hidden in Plain Sight

*Advanced – Innate Permanent*



5



*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*



**Block** an attack.



Your attacks get **+1** attack power.



**2**

**{+2}**


# Storm Surge

*Advanced*



0



Gain  until you have more resources than your opponent.



# Wind's Favor

*Advanced - Innate Permanent*



4



*Innate (Play before the match starts.)*

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

# Bring the Lightning

*Advanced - Innate Permanent*



5

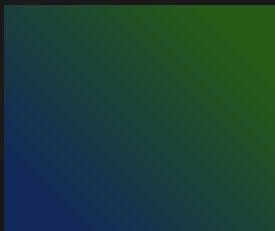


*Innate (Play before the match starts.)*

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

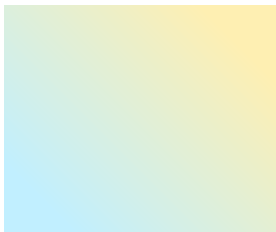


Oneshot: Banish after use.



# Smite

*Starter*



**Attack**



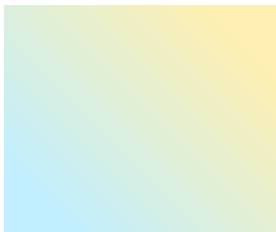
**6**

Banish any non-innate card from play.



# Shield of Faith

*Starter – Sequence*



**Block an attack.**



All points you score are doubled.



**3**

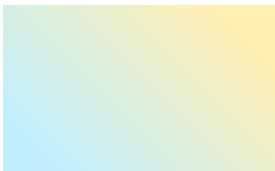
When Shield of Fate blocks, it block all attacks instead of just one.

# 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.

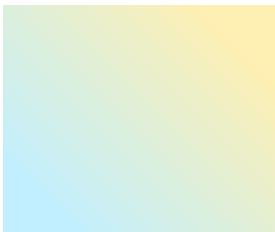


# Desperate Prayer

*Advanced*



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

Score one point.



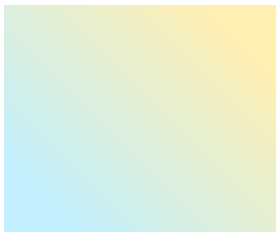
**Oneshot:** Banish after use.

# Righteous Conviction

*Advanced – Innate Permanent*




6



*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.

Druid

10/22/21 - Glorybound

# Lifebloom

*Starter - Sequence*





Gain .

Gain .



6

Gain   each turn instead.

Druid

10/22/21 - Glorybound

# Wildshape

*Advanced*



0



Choose, reveal and recall an Animal Form.



4

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

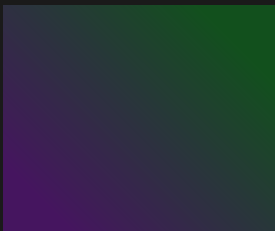
Druid

10/22/21 - 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 .

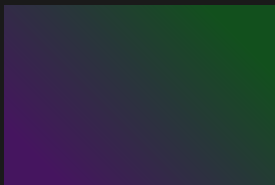


Oneshot: Banish after use.



# Take Wing

*Starter – Linked Sequence*



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



**Block** an attack.



**Block** an attack.



Oneshot: Banish after use.



# Fierce Seedling

*Advanced - Permanent*



3



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

**Attack**



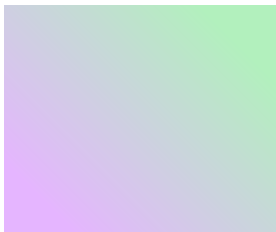


# Sheltering Ancient

*Advanced – Innate Permanent*



5



*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



Attack

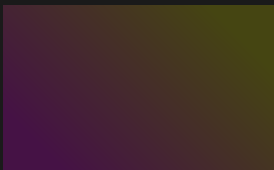


Oneshot: Banish after use.



# FAKE TEST CARD 2

*Starter – Linked*



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



**Block** an attack.



**Attack**



Oneshot: Banish after use.