



# Balanced Blade

*Starter*






**Attack**



Recall Parry.



**4**

Costs  instead of  .



# 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*



5



First turn:

**Block an attack.**



Each turn, if you are attacking, block an attack with less attack power than yours.



# 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.



5

{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.

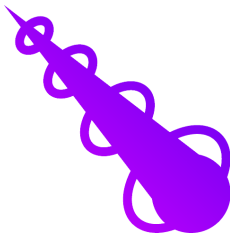




# Shrinking Ray

*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.

For the rest of the match, 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.



Oneshot: Banish after use.



# 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

