

Conjured

Domain

Brimstone Imp

Assassin's Focus

Chronotech Augment

Skeletal Minion



Brimstone Imp



Conjured Move



Conjured (I only join your hand when I'm conjured.)

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

Attack



Conjured

08/12/22 - GLORYBOUND



Assassin's Focus

Conjured Move – Permanent



Conjured (I only join your hand when I'm conjured.)

When you are attacking, banish me to give an attack +1 power.



Chronotech Augment



Conjured Move – Permanent



Conjured (I only join your hand when I'm conjured.)

On play: Choose a sequence to augment.
Put me behind that card.

If the augmented sequence would leave play because all stages are complete, instead banish me to repeat the final stage next turn.



Skeletal Minion



Conjured Move – Sequence



Conjured (I only join your hand when I'm conjured.)



No effect.

Attack



Conjured

08/12/22 – GLORYBOUND

Starter

Domain

Spirited Strike

Defensive Stance

Two-Breath Meditation



Spirited Strike

Starter Move



Attack



Defensive Stance

Starter Move







Block an attack.



Two-Breath Meditation

Starter Move



Gain . Then you may pay
   to score one point.

Vengeance

Common

Loot the Mausoleum

Mark for Death

The Art of Disguise

Hypnotic Melody

Runic Barrier

Void Skip

Laboratory Macabre

Hold in Suspense

Mirror of Hubris



Offer to the Pyre

Advanced Move



Banish one of your other cards from hand or play to:

Attack





Wisdom of Ancestors

Advanced Move



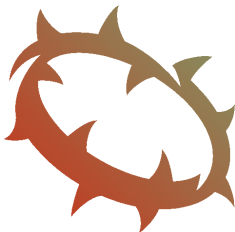
Reflex: When I'm the only card in your hand, you may play me.

Recall up to one of your banished cards and up to one of the cards in your cache.



Thorns of the Coven

Advanced Move



Attack



When I'm banished from your hand or from play, gain .



Psychic Torment

Advanced Move



Banish one card from play.

Adrenaline Surge

Advanced Move – Sequence



Reflex: When you score your fourth point this match, you may play me.



No effect.



You get an additional action this turn.



Warrior's Pride

Advanced Move



Reflex: When you attack for the third time this match, you may play me.

Gain  .



Stay Out of Reach

Advanced Move



Reflex: When you are being attacked and you have scored no points this match, you may play me.

Your opponent's attacks get -2 attack power.



Iron-Oak Protector

Advanced Move



Block an attack.



Attack



Common

08/12/22 - GLORYBOUND

Accelerated Growth

Advanced Move – Sequence



Gain .


Gain .

Cloaked in Mist

Advanced Move



On play: Gain .

When you are attacking, recall me to give all your attacks this turn Swift. (*Swift attacks cost  to block.*)




Vengeance

Advanced Move



Attack

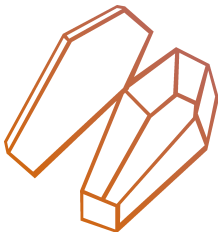


Swift (*Blocking me costs* )

If your opponent has scored three or more points this match, I get +2 power.

Loot the Mausoleum

Advanced Move



Name one of your move cards. You get +1 expertise with that card this match.

Your opponent conjures and plays a Skeletal Minion.

Mark for Death

Advanced Move



Attack



When I hit, your attacks next turn get +1 power and can't be blocked.

The Art of Disguise

Advanced Move



When you reveal me as an action, name a card your opponent played last turn. If you do, I am a copy of that card until I leave play. (*Its cost, types, and text replace my own.*)



Hypnotic Melody

Advanced Move



Attack



When I hit, banish one of your opponent's move cards from play.



Runic Barrier

Advanced Move – Permanent



When you are being attacked, recall me to:

Block an attack.



When I block a card, banish that card.



Void Skip

Advanced Move



When you reveal me as an action, choose a card your opponent is revealing. Banish that card and they don't play it.



Laboratory Macabre

Advanced Move



Conjure and play a Skeletal Minion.

Conjure and play a Chronotech Augment.

Hold in Suspense

Advanced Move – Sequence



I

Block an attack.



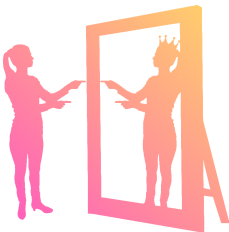
II

Instead of a normal action this turn, choose two cards from your hand. Decide which one to reveal after seeing what your opponent reveals.



Mirror of Hubris

Advanced Move



Block an attack.



When I block an attack:

Attack



Common

08/12/22 - GLORYBOUND

Avoid Fate

Rare

Poised to React

Knife-Juggling Mishap

Humiliate

Radiant Chains

Shieldmate's Bond

Unyielding Protection

Scars of the Deathless

Shambling Ranks

Tattered Banner



Candlehead and Ashtooth

Advanced Move



Conjure two Brimstone Imps and play one of them without paying costs.

Demon's Bargain

Advanced Move – Permanent



On play: Your opponent can't hit with attacks or score points this turn.

At the start of each turn, your opponent scores one point.

Read Forbidden Tomes

Advanced Move



Banish one of your other cards from hand or play to name a move or domain card. You get +1 expertise with the named card this match.

Rare

08/12/22 - GLORYBOUND



Roundhouse Kick

Advanced Move



Reflex: When you play your second move this turn, you may play me.

Attack



Rare

08/12/22 - GLORYBOUND

Daze

Advanced Move – Sequence






Reflex: When you hit with an attack, you may play me.



No effect.



Your opponent can't pay .
( must be paid with .)

Acrobat's Leap

Advanced Move – Sequence



Block an attack.



All points you would score
this turn are doubled.

Rare



08/12/22 – GLORYBOUND

Infuse with Sunlight



Advanced Move – Sequence




Gain   and put that spirit on me. It can be spent normally but vanishes when I leave play.

No effect.

The Woods Offer Refuge

Advanced Move



Reflex: When you gain , you may play me.

Block an attack.



If you played me as a reflex,
sacrifice me.



Fists of Life-Force



Advanced Move



Attack



Attack



(One block can only stop one attack.)

Rare

08/12/22 - GLORYBOUND

Feral Companion

Advanced Move – Permanent



When you attack, recall me to:

Attack



Rare

08/12/22 – GLORYBOUND




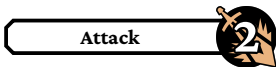
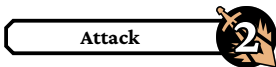
Howl of the Pack



Advanced Move



I cost  less to play if you scored points last turn.



(One block can only stop one attack.)

Strength of Granite



Advanced Move – Sequence



Reflex: When both players are attacking, you may play me.



Your opponent's attacks get -1 attack power.

Your opponent's attacks get -1 attack power.

If you played me as a reflex, sacrifice me.

Pierce the Heart

Advanced Move



Attack



If another card would increase my power, it increases my power by two times as much.
(For example, if I would get +2 power, I get +4 power instead.)

When I score nine or more points in one attack, end the match when this turn ends.
(The player with more points wins.)

Rare

08/12/22 - GLORYBOUND

Stalk the Shadows

Advanced Move



Block an attack.



Conjure and play an Assassin's Focus.



Backstab

Advanced Move



If your opponent is not attacking or blocking:

Attack



Otherwise, conjure and play two Assassin's Focus.

Rare

08/12/22 - GLORYBOUND



Ravenwand Bolt



Advanced Move



If one of your opponent's cards was banished last turn, I get +2 attack power.

Attack



Rare

08/12/22 - GLORYBOUND

Scrying Orb



Advanced Move – Permanent



On play: Your opponent reveals two cards from their hand. Choose one of those cards and banish it.

At the end of each turn, if your opponent has three or more banished cards, score one point.

Mask of Memories



Advanced Move



When you reveal me as an action, you may name one of your opponent's banished cards. If you do, I am a copy of that card until I leave play. *(Its cost, types, and text replace my own.)*

If you don't name a card:

Attack



Rare

08/12/22 - GLORYBOUND



Lodestone Staff



Advanced Move – Sequence



Choose one: The match lasts one turn longer; or it ends one turn sooner.

Attack



Rare

08/12/22 – GLORYBOUND



Out of Time

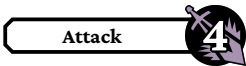


Advanced Move – Sequence



No effect

No effect



Rare

08/12/22 – GLORYBOUND



Avoid Fate



Advanced Move



Block an attack.



Conjure and play a Chronotech Augment.

Whenever you play a sequence while I'm banished, recall me.

Rare

08/12/22 - GLORYBOUND



Poised to React

Advanced Move



Play another card.

Rare

08/12/22 - GLORYBOUND




Knife-Juggling Mishap



Advanced Move



When you reveal me as an action, choose a move your opponent is revealing. Claim that card until it leaves play, and it costs no  to play this turn. Your opponent claims me until I leave play.

Attack



Rare

08/12/22 - GLORYBOUND

Humiliate

Advanced Move



Attack

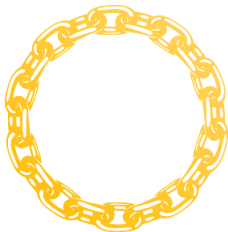


If your opponent is blocking, they must block me if able. When they do, score two points.

Radiant Chains



Advanced Move – Permanent



On play: Choose a card name. Your opponent can't play cards with the chosen name until I leave play.

At the end of each turn, if your opponent scored points this turn, recall me.

Shieldmate's Bond

Advanced Move – Permanent



Reflex: When you block an attack, you may play me.

At the end of each turn, if your opponent scored points this turn, recall me.

At the end of the match, if I'm in play, score two points.



Unyielding Protection

Advanced Move



Your opponent can't score points this turn.

Rare

08/12/22 - GLORYBOUND

Scars of the Deathless



Advanced Move



Your opponent can't score more than one point this turn.

(If they would score points, they score one point. If they have already scored this turn, they can't score again.)

Rare

08/12/22 - GLORYBOUND

Shambling Ranks

Advanced Move – Permanent



At the end of each turn, if a player scored points this turn, conjure and play a Skeletal Minion.

Rare

08/12/22 – GLORYBOUND



Tattered Banner



Advanced Move – Permanent



Reflex: At the end of each turn, if you hit with an attack this turn, you may play me.

Your attacks get +1 power.

The Mad Mage's Imp-pire

Domain

Bonfire Pact

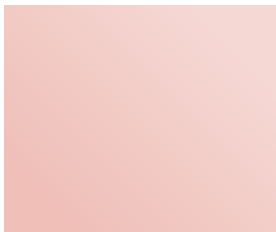
Whenever you play a card without sacrificing it, you may sacrifice it to conjure a Brimstone Imp at the end of the turn.

Cackling Gateway

Zolga, the Imp-Mother

Cackling Gateway

Domain Move



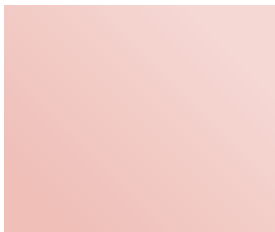
Banish one of your other cards from hand or play to conjure two Brimstone Imps.



Zolga, the Imp-Mother



Domain Move – Permanent



Your Brimstone Imps get +1 attack power.

Apostle of the Demon Prince

Domain

Rite of Summoning

When you have one or fewer cards in hand, summon Balamemnon, Prince of Pain and conjure Flaying Touch.

Balamemnon, Prince of Pain

Each turn, if I have been summoned:

Attack

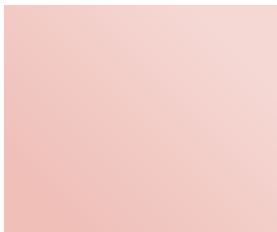


Vein-Spilling

Flaying Touch

Vein-Spilling

Domain Move



Banish up to two of your cards from hand or play.






Flaying Touch

Conjured Move



Conjured (I only join your hand when Apostle of the Demon Prince conjures me.)

When you reveal me as an action, choose a card your opponent is revealing. Banish that card and score one point for each symbol in its cost.

(, , and  are symbols. Your opponent will not get to play that card.)

The Inkblood Syndicate

Domain

Intricate Schemes

The first time each turn that one of your cards is banished, look at your cache and secretly choose a card to recall. If your cache is empty, instead do this with your reserve.

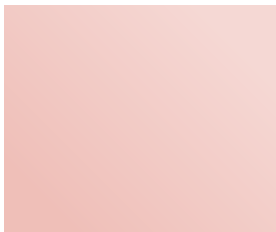
Read the Fine Print

Inescapable Contract



Read the Fine Print

Domain Move

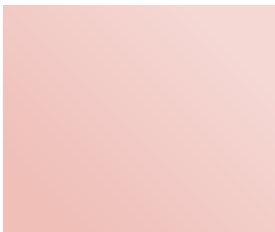


When you reveal me to play me, claim a card your opponent is revealing until the end of the match. If you do, reveal your hand and your opponent chooses a card. Banish that card. *(You will pay for and play the claimed card.)*



Inescapable Contract

Domain Move



Choose one of your banished cards
and play it.


Fists of the Dragon

Domain

Momentum

Track your momentum. You begin the match with no momentum. Whenever you play a move, you gain one momentum.

Soaring Spirit

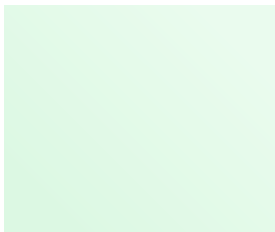
You may spend two momentum instead of one .

Inner Fire

Display of Technique

Inner Fire

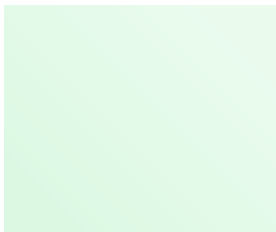
Domain Move – Permanent



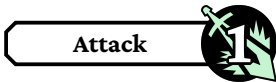
Spend four momentum to play me.
Your attacks get +2 attack power.

Display of Technique

Domain Move



Spend all of your momentum. For each momentum spent:





(One block can only stop one attack.)

The Ribbon Dancer

Domain

Find Your Rhythm

When the match starts, pay  to choose “even” or  to choose “odd”.

You get an additional action on turns with the chosen value. (*Turns 2 and 4 are even; 1, 3 and 5 are odd.*)

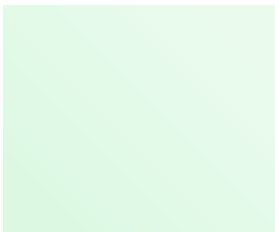
Move with Intention

Invite to Dance

Try to Keep Up

Move with Intention

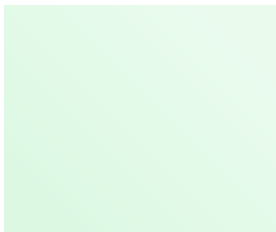
Domain Move



If you reveal me alongside another action, you get +1 expertise with that card until it leaves play.

Invite to Dance

Domain Move



On play: Your opponent conjures
Try to Keep Up.

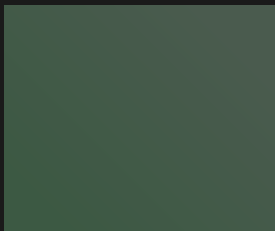
Whenever you play a move, you
gain one elegance this match.

When the match ends, if I'm in play,
score points equal to your elegance.



Try to Keep Up

Conjured Move




*Conjured (I only join your hand when
Invite to Dance conjures me.)*

Banish Invite to Dance.


Circle of the Sun

Domain

Fallow Solstice

At the start of each turn, if you have no , both players' attacks get -1 attack power this turn.

Flourishing Solstice

At the start of each turn, if you have four or more , both players' attacks get +1 attack power this turn.


Sowing Equinox

Reaping Equinox

Sowing Equinox

Domain Move



Reflex: When you gain , you may play me.


Gain .



Reaping Equinox

Domain Move



Reflex: When you spend , you may play me.


Attack



Kindred of the Deepwoods



Domain

Offer to the Forest

When you gain , you may place it on a shrine instead of keeping it to spend.

Your other two shrines begin the match in play.

Shrine: The Mother Spring

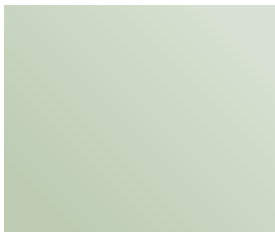
For each  on me, your moves cost  less to play.

Grove of the Iron-Oaks


Willow-Veiled Glade

Grove of the Iron-Oaks

Domain Move – Permanent



Shrine

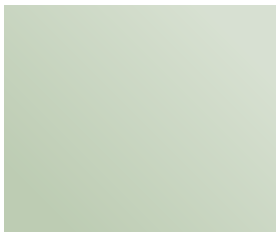
The first time you place  on me each turn:

Attack





Willow-Veiled Glade

Domain Move – Permanent



Shrine


You cannot be hit by attacks with attack power less than or equal to the amount of  on me.


At the end of each turn, remove  from me.

The Ever-Blooming Garden

Domain

Shared Abundance

At the start of each turn, both players gain .

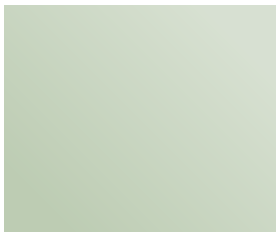
When you harvest, this amount increases by  for the rest of the match.

Gather a Gift

A Feast For All

Gather a Gift

Domain Move



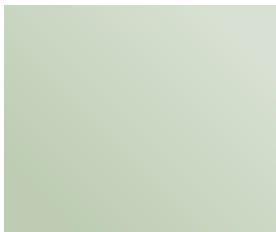
Harvest.

If neither player is attacking, score two points.



A Feast For All

Domain Move



Play any number of advanced cards that share no affinities. (*No affinity symbol can appear more than once among the cards played this way.*)

Herald of Ashes

Domain

Kindled Flame

When your opponent scores their third point of the match, you ignite. This grants you an additional action each turn for the rest of the match.

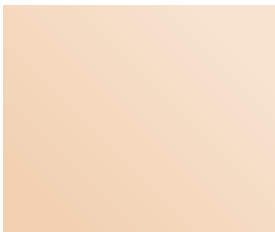
Walk Among Flames


Immolation

Set Ablaze

Walk Among Flames

Domain Move

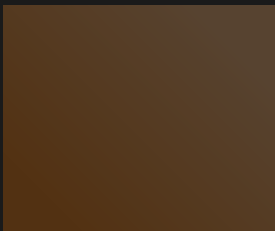


Your opponent conjures and plays Immolation. When it hits you, you gain .



Immolation

Conjured Move



Conjured (I only join your hand when Walk Among Flames conjures me.)

Attack





Set Ablaze

Domain Move



Attack



For each two points your opponent has scored this match, I get +1 power.

When a card blocks me, banish that card. *(This does not stop its effects this turn.)*

Songs of Earth and Sky


Domain

Honor the Elements

At the start of each turn, if you have scored four or more points this match, choose a gift you haven't chosen yet:

Gift of Mountains – Your opponent's attacks get -1 attack power this turn.

Gift of Thunder – You get an additional action this turn.

Gift of Floods – Gain .

Earth-Shaking Landing

Eye of the Storm




Earth-Shaking Landing

Domain Move



Reflex: At the start of the first turn of the match, you may play me.

Swift (*Blocking me costs* )

Attack



Eye of the Storm

Domain Move – Permanent



On play:

Block an attack.



When you score your fourth point of the match while I am in play, banish me to score two more points.



The Wild-Bonded

Domain

Wildbond

When you claim this domain, choose Bear or Eagle as your bond. Your bond has its own hand of three cards and gets one action each turn.

Enemy of Cages

When your opponent gains , they may pay  to cage the beast. If they do, banish all cards from this domain at the end of the turn.

Two Who Fight As One

Wild Guardian

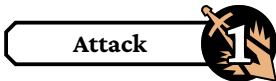
Refuse to be Caged

Two Who Fight As One


Domain Move



I go to your bond's hand rather than yours.



Bear: I get +1 attack power.

Eagle: I am swift. (I cost  to block.).

Wild Guardian

Domain Move



I go to your bond's hand rather than yours.

Block an attack.



Bear: If I block an attack with 3 or more power, banish me and banish Refuse to be Caged.

Eagle: Banish me. Recall me when you play Refuse to be Caged.

Refuse to be Caged

Domain Move



I go to your bond's hand rather than yours.

Your opponent cannot cage the beast this turn.

The Mercenary Guild

Domain

Reputation

Your reputation is equal to the greatest power attack you've resolved this match. (*Attacks resolve when they hit or are blocked. If you haven't attacked yet, your reputation is zero.*)

Calling Card

At the end of each turn, if your reputation increased this turn, conjure and play an Assassin's Focus.

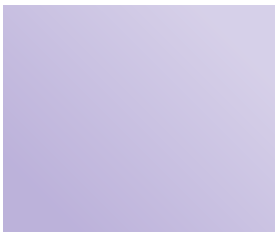
Payment Up Front




Flawless Execution



Payment Up Front

Domain Move



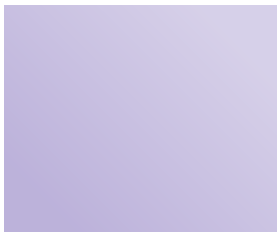
Gain an amount of  equal to your reputation. Then you may pay  . If you do, you get an additional action next turn.




Flawless Execution

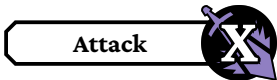


Domain Move



My base power X is equal you your reputation when you play me.

Swift (*Blocking me costs* )



Agent of the Storm

Domain

Echo Blade

Before you cache cards, banish one of your attack cards under me. It is your chosen weapon this match. Then choose energize or dual wield:

Energize – Put  on me. These can only be spent to play an echo.

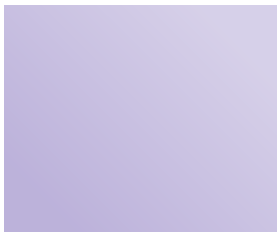
Dual Wield – The first time you play an echo this match, you may also play the other.


Lightning Echo

Icefall Echo

Lightning Echo

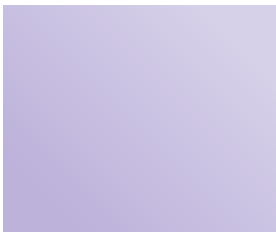
Domain Move



I am a copy of your chosen weapon except that I am swift and I get +1 power. (*Swift attacks cost  to block.*)

Icefall Echo

Domain Move



I am a copy of your chosen weapon except that I have:

Block an attack.



I can only block attacks with power less than or equal to mine.

Order of the Spider

Domain

The Spider's Trap

When the match starts, secretly choose and conjure one of my domain moves.

Web of Whispers

When you claim this domain, draw an additional offering of five advanced moves and claim one.

Poisoned Blade

Clever Decoy

Feign Defeat



Poisoned Blade

Conjured Move – Permanent



Conjured (I only join your hand when I'm conjured.)

You can only play me as a reflex.

Reflex: When you hit with an attack, you may play me.

At the start of each turn, score one point.



Clever Decoy

Conjured Move



Conjured (I only join your hand when I'm conjured.)

You can only play me as a reflex.

Reflex: When your opponent is attacking but didn't attack last turn, you may play me.

Your opponent can't score points this turn.



Feign Defeat

Conjured Move



Conjured (I only join your hand when I'm conjured.)

You can only play me as a reflex.

Reflex: When your opponent is blocking and has more points than you, you may play me.

Your attacks can't be blocked this turn.

Puppeteer of the Hollow

Domain

Strings of Dominion

When your opponent has no cards in hand or in play, score two points and note that they are a vessel.

The Vessel Serves

When a vessel is eliminated from the tournament, claim and learn an advanced move or domain move that they had learned.

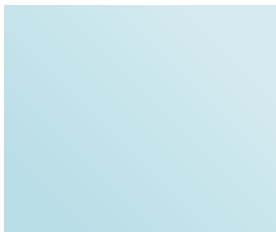
Empty the Ego

Obedient Husks



Empty the Ego

Domain Move

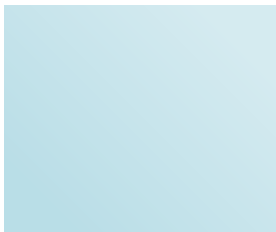


Your opponent chooses one of their cards in hand or play, then chooses an additional card for each two points you've scored this match. Banish all those cards.



Obedient Husks

Domain Move



Attack



Block an attack.



When I block a card or am blocked by a card, banish that card.

The Sea of Lost Dreams

Domain

Memories Washed Ashore

When you banish one of your opponent's cards, claim it until the end of the match and recall it. You get +1 expertise with cards claimed this way.

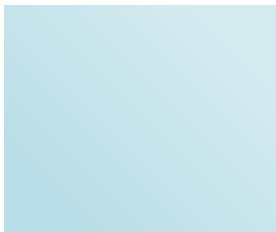
Gone Fishing

Lonely Lighthouse



Gone Fishing

Domain Move



Name a card. Your opponent banishes a card with that name from their hand or from play. If they can't, they reveal their hand and you score one point.


Lonely Lighthouse

Domain Move



Block an attack.



Gain  and put it on The Sea of Lost Dreams. It can only be spent to play cards that were your opponent's when the match began.

Forge of Endings

Domain

Overclock

When you play a sequence, activate all of its stages immediately. At the end of the turn, banish it.

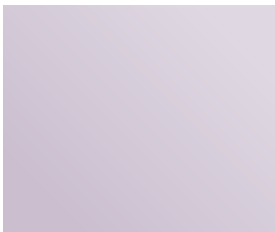
Twinfire Barrage

Supernova



Twinfire Barrage

Domain Move



The match ends one turn sooner.

Attack



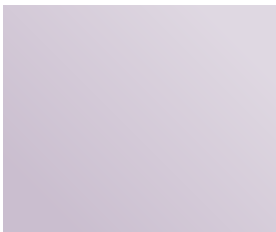
Attack





Supernova

Domain Move



I get +2 attack power for each of your banished sequence cards.


Attack



Cutting-Edge Chronotech

Domain

Magnum Opus

When the match starts, pay  to build The Aeon Engine.

The Aeon Engine

Whenever you play a sequence, if I've been built, conjure and play a Chronotech Augment attached to that sequence.

Improbability Spikes

Nik's "Die-Later" Time Dilator

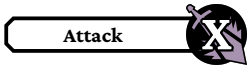
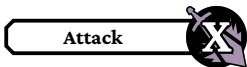


Improbability Spikes

Domain Move – Sequence



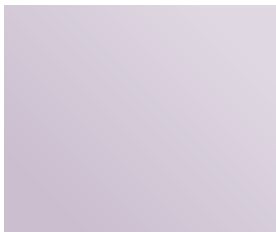
My base attack power X is equal to the number of turns I've been in play. (X is 1 the turn I'm played, 2 the next turn, etc.)





Nik's Time Dilator

Domain Move



Reflex: At the end of the final turn of the match, you may play me.

Gain .

The match lasts one turn longer.

The Patchwork Curtain Troupe

Domain

Immersive Theater

When the match starts, secretly choose Comedy or Tragedy and hide it under me.

On the fourth turn of the match, banish me and reveal the hidden card. Conjure and play that card.

Comedy

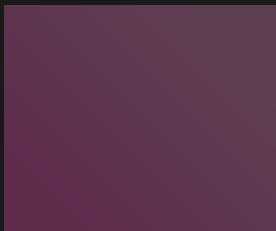
Tragedy

Follow the Script



Comedy

Conjured Move



Conjured (I only join your hand when I'm conjured.)

As you play me, if your opponent has fewer points than you, they claim me and play me instead.

Attack





Tragedy

Conjured Move



Conjured (I only join your hand when I'm conjured.)

As you play me, if your opponent has more points than you, they claim me and play me instead.

Attack





Follow the Script



Domain Move – Sequence



No effect.

You see your opponent's hand and choose what they play.

The Enchanted Lute

Domain

Harmonic Evocation

When the match starts, order the three chords and reveal the order.

At the start of the first turn of the match, conjure play the first chord.

At the start of the third turn, conjure and play the next one.

At the start of the fifth turn, conjure and play the next one.

Chord of Triumph

Chord of Anticipation

Chord of Loss



Chord of Triumph



Conjured Move – Permanent





Conjured (I only join your hand when I'm conjured.)

Chord

On play: If you have another chord in play, banish it.

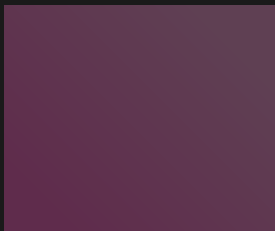
Whenever your opponent gains , score one point for each  gained.

Whenever your opponent spends , score one point for each  spent.



Chord of Anticipation

Conjured Move – Permanent



Conjured (I only join your hand when I'm conjured.)

Chord

On play: If you have another chord in play, banish it.

When I leave play because you played another chord, both players get an additional action this turn.



Chord of Loss

Conjured Move – Permanent



Conjured (I only join your hand when I'm conjured.)

Chord

On play: If you have another chord in play, banish it. If you banish a chord this way, your opponent's attacks get -2 attack power this turn.

Whenever your opponent plays a card, they sacrifice it if they haven't yet.

Keeper of the Last Dragons

Domain

Raising Dragons

Your dragons begin the match as eggs and can't be played.

At the end of the first turn they hatch.

At the end of all other turns they grow, getting +1 expertise this match.

Protect the Young

At the end of each turn, if your opponent scored points this turn, banish one of your dragons from hand or play.

Shadowscale Hatchling

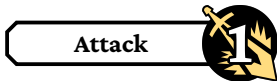
Frostfire Hatchling

Shadowscale Hatchling

Domain Move



Dragon



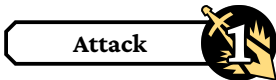
I can't be blocked.

Frostfire Hatchling

Domain Move



Dragon



Your opponent's attacks get -1 attack power.

The Solstone Architect

Domain

Enduring Monuments

When you reveal a permanent card as an action, you may choose and reveal an additional permanent card to play alongside it.

Temple of the Sun

Solar Convergence



Temple of the Sun

Domain Move – Permanent



Your opponent's attacks get -1 attack power.

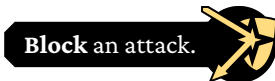
The first time you have four or more permanents in play, I get +1 expertise this match.

Solar Convergence

Domain Move



To play me, recall two of your permanents.



Gain .

Score one point.

Halls of Eternal War

Domain

Fight Beyond Death

Whenever you hit with an attack that is not a Skeletal Minion, conjure and play a Skeletal Minion.

Pinnacle of Carnage

Track the number of times you've attacked this match.

When you attack for the ninth time this match, conjure The Fallen Valkyries.

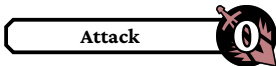
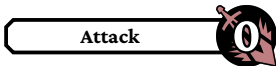
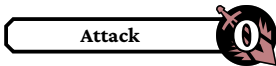
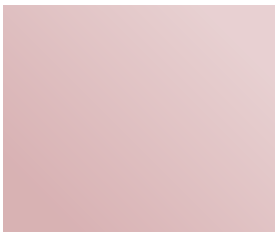
Trio of Trapped Souls

The Fallen Valkyries



Trio of Trapped Souls

Domain Move

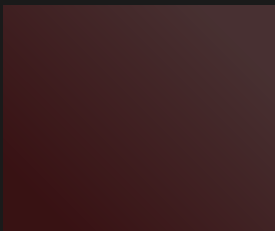




The Fallen Valkyries



Conjured Move



Conjured (I only join your hand when Halls of Eternal War conjures me.)

Your opponent can't score points this turn.

Attack



Bone-and-Steel Tactician


Domain

Choice of Strategies

When the match starts, choose one:

Skirmish – You get an additional action on the second turn.

Ambush – Conjure and play two Assassin's Focus.

Siege – Your opponent pays .

Skeletal Retinue

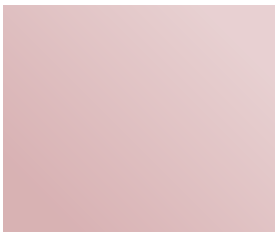
When you play a Skeletal Minion, you may play it in Guard Stance (sideways). Minions in Guard Stance have their stage two attack replaced with: “block an attack”.

More Pawns to Command

Decisive Masterstroke

More Pawns to Command

Domain Move



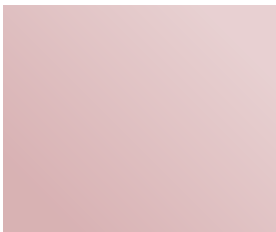
Conjure and play two Skeletal Minions.




Decisive Masterstroke

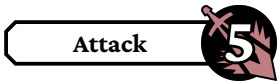


Domain Move



You can't play me until you have hit with an attack, blocked an attack, and gained  this match.






I can't be blocked.



Eccentric Necromancy

Domain

Corpse Stitching

Whenever you play a conjured card, gain . Then you may pay  to conjure and play a Rotting Abomination.

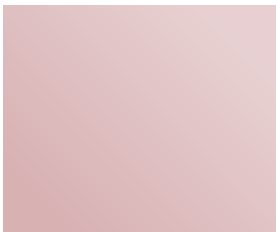
Gruesome Curiosity

Rotting Abomination

The Plague-Bringer

Gruesome Curiosity

Domain Move



Conjure and play the first card on this list that you have not yet conjured this match:

- Skeletal Minion
- Assassin's Focus
- Brimstone Imp
- Rotting Abomination
- The Plague-Bringer



Rotting Abomination

Conjured Move – Sequence



Conjured (I only join your hand when Eccentric Necromancy or Gruesome Curiosity conjures me.)



Attack



Attack



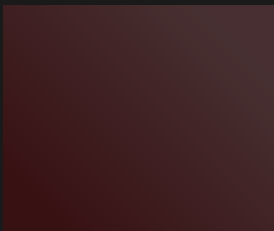
Attack





The Plague-Bringer

Conjured Move – Permanent



Conjured (I only join your hand when Gruesome Curiosity conjures me.)

Your opponent's attacks get -1 attack power and they sacrifice every card they play. Each turn:

Attack

