

Path of the
Druid



Starter

Bind in Thorns



4

Starter

Lifebloom



6



0

Wildshape



4

Tooth and Claw – Take Wing



3

Fierce Seedling



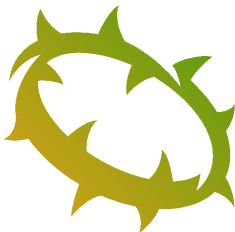
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Sheltering Ancient



Bind in Thorns

Starter



Attack



Block an attack.



4

+1 attack power.

Druid

02/01/22 - Glorybound

Lifebloom

Starter – Sequence





Gain .

Gain .



6

Gain   each turn instead.

Druid

02/01/22 – Glorybound

Wildshape

Advanced



0



Choose, reveal and recall an Animal Form.



4



Innate: Play before match starts.

Druid

02/01/22 - Glorybound



Tooth and Claw


Linked



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

Attack



I can't be blocked unless your opponent pays .



Oneshot: Banish after use.



Take Wing

Linked – Sequence



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

I

Block an attack.



II

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 match starts.

When you are attacked, banish me to:

Block an attack.



At the end of the second turn of the match, banish me.

Path of the
Guardian



Starter

Raising Dragons

Inferno Dragon - Frost Dragon - Shadow Dragon



4

Starter

Defend the Young



3



0

Unyielding Protection



4



3

Nurture Cooperation



4

Furious Charge

Raising Dragons

Starter – Innate Permanent



Innate: Play before match starts.

Choose **two dragons** and reveal and recall them. They are **Eggs** for the first three turns of the match, **Hatchlings** on the fourth turn and **Adolescents** on the fifth and beyond.

At the end of each turn, if your opponent scored points this turn, banish a dragon from your hand.



4

{three dragons}



Inferno Dragon

Linked



*Dragon – **Linked** (This card begins the match banished and is recalled by Raising Dragons.)*

If I am a **Hatchling** or **Adolescent**:

Attack



If I'm an **Adolescent**:

I get +3 attack power.



Frost Dragon

Linked



*Dragon – **Linked** (This card begins the match banished and is recalled by Raising Dragons.)*

If I am a **Hatchling** or **Adolescent**:

Attack



If I'm an **Adolescent**:

I get +1 attack power and your opponent's attacks get -3 attack power.



Shadow Dragon

Linked



Dragon – Linked (This card begins the match banished and is recalled by Raising Dragons.)

If I am a **Hatchling** or **Adolescent**:

Attack



If I'm an **Adolescent**:

I get +1 attack power and I can't be blocked.



Defend the Young

Starter – Sequence




I

Block an attack.



II

Your opponent's attack cards
cost  more .



3

{cost   more}



Unyielding Protection

Advanced



0



Your opponent can't score points this turn.



Oneshot: Banish after use.



4

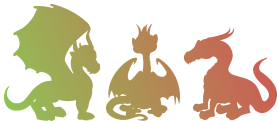
I cost no resources.

Nurture Cooperation

Advanced - Permanent



3



Your dragons get +1 attack power.

When you reveal and play a dragon, you may play any number of other dragons from your hand as special actions and without paying their costs.





Furious Charge

Advanced



4



I cost one resource less for each dragon that has been banished during the match. ( is removed before .)

Attack



Block an attack.

