

A Bastion Against Darkness

Starter Inspiration



Equip: Equip me and any number of other cards from your hand face-down as inspiration.



Jubilant Charge



Move



I cost ☐ less for each Glimmer of Hope you have.

attack 2

block



Moment of Heroism



Starter Move



Invoke.

.

attack 3

Safe From Harm

Starter Move



Conjure a Glimmer of Hope into play.

Sentinel Ascension

Conjured Move - Ascension



Conjured - I appear when another card conjures me and disappear when I leave play.

Your opponent can't score points this turn.

Score one point.

Signature: The Sentinel

Signature Move



You can only claim me if you are on the Path of the Disciple, and only after losing half your hearts.

Equip: Equip one of your starter moves. I become an upgraded copy of that card.

Moment of Heroism – I get +1 attack power and I invoke an additional time.

Vigilant Guard – I block any number of attacks this turn.

Safe From Harm – The second time you play me this match, conjure your ascension to hand.

Six-Candle Sanctuary

Move - Permanent



At the start of each turn, your opponent's attacks get -1 attack power this turn. *(I have no effect the turn you play me.)*

Truesilver Chains

Item



When the match starts, choose a card name. Cards with that name cost an additional **one** ☐ for your opponent to play.

Vigilant Guard

Starter Move



block

End step: If I blocked, gain an inspiration.