

Path of the
Storyteller



Starter

Hold in Suspense



4

Starter

Inspire



4

0

Sleep Song



3

0

Myths That Guide



4

3

Library of Legends



3



Hold in Suspense

Starter



Block an attack.



Attack



When I hit, gain



4

Gain instead of .

Inspire

Starter – Sequence



I

No effect.

II

You may play an additional action this turn.



4

The first time you hit with an attack this match, you may play me immediately as a special action.



Sleep Song

Advanced



0



Choose a card your opponent played this turn. It has no effect, **they recall it** and its cost is refunded.



Oneshot: Banish after use.



3

{they banish it}



Myths That Guide

Advanced – Sequence



0



No effect.



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



Oneshot: Banish after use.



4

The second time you hit with an attack this match, you may play me immediately as a special action.

Library of Legends

Advanced – Innate



3



Innate (Play before the match starts.)

When you learn me, link me to six random heirlooms. Keep these with you for the tournament.

Recall and play **one** of the linked heirlooms.



Oneshot: Banish after use.



3

{two}