Path of the

Guardian

🤜 🤜 🤜

Starter | Raising Dragons | ⬆ 5
Inferno Dragon – Frost Dragon – Shadow Dragon

Starter | Defend the Peaks | ⬆ 4

🔒 0 | Unyielding Protection | ⬆ 6
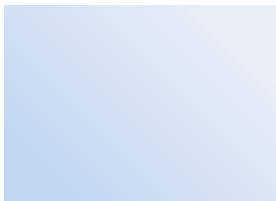
🔒 5 | Nurture Cooperation

🔒 5 | Guardian's Fury

Raising Dragons

Starter – Innate Permanent

Innate *(Play before the 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.

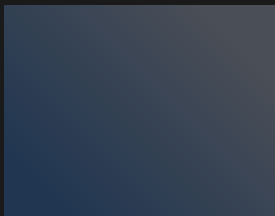At the end of each turn, if your opponent scored points this turn, banish a dragon from your hand.

⬆ 5 | {three dragons}

Inferno Dragon

Linced

*Dragon – **Linked** (This card begins the match forgotten and is recalled by Raising Dragons.)*
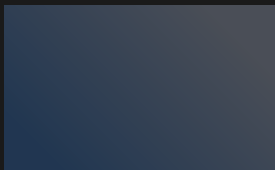
If I am a **Hatchling** or **Adolescent**:

| Attack | 2 |

If I'm an **Adolescent**:

Increase my attack power by 3.

Guardian   11/20/21 – Glorybound

Frost Dragon

Linked

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

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

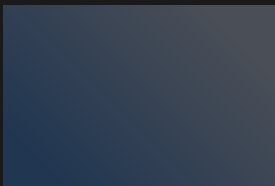Attack **2**

If I'm an **Adolescent**:

Increase my attack power by 1.

Your opponent's attacks get -3 attack power.

Shadow Dragon

Linked

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

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

Attack 2
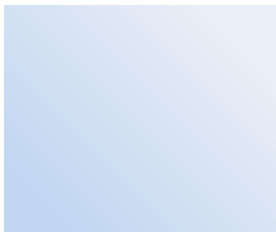
If I'm an **Adolescent**:

Increase my attack power by 1.

I can't be blocked.

Defend the Peaks

Starter – Sequence

I — **Block** an attack.

II — Your opponent's attack cards cost 🔻 more .
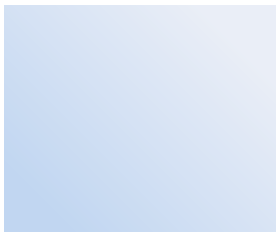
4

{cost 🔻🔻🔻 more}

Unyielding Protection

Advanced

🔓 **0**

Your opponent can't score points this turn.
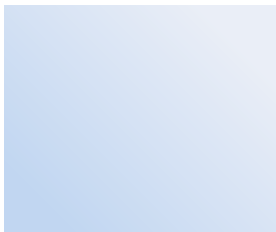
Oneshot: Banish after use.

⬆ **6**

I cost no resources.

Nurture Cooperation

🔓 **5**

Advanced – Permanent

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.
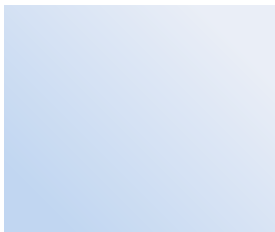
Guardian's Fury

🔒 5

Advanced

I cost one resource less for each dragon that has been banished. (🔻🔺 *is removed before* 👊.)

Attack ⚔️ 2

Block an attack. 🛡️

Path of the
Bog Witch

Starter

Unburial Rite

⬆ 5

The Risen One

Starter

Lantern's Touch

⬆ 5

🔓 0

Polliwog Curse

Audacious Croak – Leap Away

🔓 3

Putrid Cauldron

🔓 5

Disperse into Rotflies

Unburial Rite

Starter

Block an attack.

Recall The Risen One.

⬆ 5 | The Risen One gets +2 attack power.

The Risen One

Linked

Linked (This card begins the match forgotten and is recalled by Unburial Rite.)

| Attack | 4 |

If Unburial Rite is upgraded, I get +2 attack power.

Oneshot: Banish after use.

Lantern's Touch

Starter

Attack   Q

Gain 🔆.

If I hit, your attacks can't be blocked next turn.

⬆ **5**   Gain an additional 🔆.

Bog Witch   11/20/21 – Glorybound

Polliwog Curse

Advanced – Sequence

0

I Your opponent recalls Audacious Croak and Leap Away.

II Your opponent can only play frog cards.

Oneshot: Banish after use.

Audacious Croak

Linked

*Frog – **Linked** (This card begins the match forgotten and is recalled by Polliwog Curse.)*

Gain ⬤.

Banish me when Polliwog Curse leaves play.

🎞 **Oneshot:** Banish after use.

Leap Away

Linked

*Frog – **Linked** (This card begins the match forgotten and is recalled by Polliwog Curse.)*

Block an attack.

Banish me when Polliwog Curse leaves play.

Oneshot: Banish after use.

Putrid Cauldron

🔓
3

Advanced – Innate Permanent

Innate *(Play before the match starts.)*

If you would gain resources during a match, put them on me instead.

Your cards costs are reduced by whatever I could pay for.

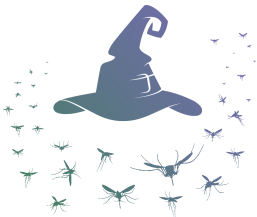*(For example, if you have* 🔮 *in the cauldron and you play a card that costs* 🌿 🔮*, you would only need to pay* 🌿*.*

Disperse into Rotflies

5

Advanced – Sequence

I

Attack **1**

Block an attack.

II

Attack **1**