



# Bloodthirsty Axe

*Starter*



**Attack**



I get +2 attack power if you are being attacked.

# Battle Rage

*Starter – Permanent*



At the start of each turn, if your opponent has scored at least three points you may play an additional action this turn.



Gains: *Innate*  
(Play before the match starts.)

# Rite of Scars

*Advanced*



0




Gain  .

Attack yourself  with an attack power of 2.

*(You are both attacking and being attacked. If you don't block, your opponent scores the points.)*



6

+1 attack power; +1  gained.

# Pillage

*Advanced*



2



Banish a card your opponent played this turn.



**Oneshot:** Banish after use.



3

... and another one of your opponent's cards of their choice.



# Retribution



4

*Advanced*



Attack



I get +1 attack power for each two points your opponent has scored this match.

I can't be blocked unless your opponent pays .



4

{opponent pays }



# Tempest Blade

*Starter*






**Attack**



If Storm-Infused Blade is blocked, you may pay   to score two points.



**4**

Costs  instead of  .



# Leap Skyward

*Starter – Sequence*



**Block an attack.**



Your attacks get **+1** attack power.



**2**

**{+2}**


# Storm Surge

*Advanced*



0



Gain  until you have more resources than your opponent.





# Wind's Favor

*Advanced - Innate Permanent*



4



*Innate (Play before the match starts.)*

As long as both players are attacking, your attacks get +1 attack power.

# Bring the Lightning

*Advanced – Innate Permanent*



5

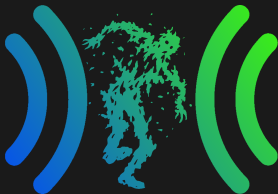


*Innate (Play before the match starts.)*

Your first attack of the match gets +1 attack power. Then note its attack power and recall Echoing Thunder.

# Echoing Thunder

*Linked*



*Linked* (This card begins the match forgotten and is recalled by Bring the Lightning.)

My base attack power X is the number you noted for Bring the Lightning.

Attack



Oneshot: Banish after use.