

Path of the
Mariner



Starter

Whaler's Hook



4

Starter

Chart a Course

Smuggler's Cove – Sunken Temple



0

Trawling Net



3



4

Boarding Party



4



4

Abyssal Offering



4



Whaler's Hook

Starter



Attack



If Whaler's Hook hits, banish a non-innate card from play.



4

+1 attack power.



Chart a Course

Starter



Choose one:

Greed – Recall all of your opponent's banished cards. They are yours for the rest of the match. If you have not played a harbor, recall and play Smuggler's Cove.


Madness – Your opponent chooses and banishes one of their cards. If you have not played a harbor, recall and play Sunken Temple.

Smuggler's Cove

Linked – Permanent



Harbor – Linked (This card begins the match forgotten and is recalled by Chart a Course or Boarding Party.)

Put  on Smuggler's Cove. This can only be spent to play your opponent's cards.

Pirate Captain: If you have upgraded Boarding Party, on the final turn of the match you get +1 action.

Sunken Temple

Linked – Permanent



*Harbor – **Linked** (This card begins the match forgotten and is recalled by *Chart a Course* or *Abyssal Offering*.)*

When the match ends, if at least four of your opponent's cards are banished, score two points.

Drowned Prophet: If you have upgraded *Abyssal Offering*, score an additional two points for each banished card beyond four.



Trawling Net

Advanced



0



Block an attack.



When Trawling Net blocks a card, banish that card.



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When Trawling Net blocks, it blocks all attacks instead of just one.



Boarding Party



4

Advanced



Attack



Name a non-innate card. Your opponent must banish a card with that name. Then recall all of your opponent's banished cards. They are yours for the rest of the match.

If you have not played a harbor, recall and play Smuggler's Cove.



4

You are the **Pirate Captain**, improving Smuggler's Cove.



Abyssal Offering

Advanced



4



Your opponent chooses and banishes one of their cards. Then they do it again for each two points you've scored this match.

If you have not played a Harbor, recall and play Sunken Temple.



Oneshot: Banish after use.



4

You are the **Drowned Prophet**, improving Sunken Temple.

Path of the
Heirloom




Elvish Cookbook

Heirloom – Innate Permanent



Innate (Play before the match starts.)

When you gain resources during the match, pay  to score one point.

Combat Tortoise

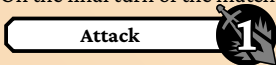
Heirloom - Innate Permanent



Innate (Play before the match starts.)

At the end of each turn, if you didn't play a card this turn, my final attack gets +1 attack power.

On the final turn of the match:



Bag of Infinite Rats

Heirloom - Innate Permanent



Innate (Play before the match starts.)

Your cards can't block.

When you play a card, if it costs exactly the same number of resources as a card your opponent is playing, banish the card your opponent is playing at end of turn. *(Resource cost as printed on the card.)*

Grave-Mist Shovel

Heirloom – Innate Permanent



Innate (Play before the match starts.)

All attacks have a base attack power of 1. (All attacks includes yours and your opponents. This replaces the printed attack power, but can still be increased by effects.)



Librarian's Ladder

Heirloom – Innate Permanent



Innate (Play before the match starts.)

When you choose me as your heirloom, choose and keep one starter card from the third path you are not playing.

Gain .

You have no maximum hand size.