

# Carrior Call

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*Starter Move*



Conjure two Skeletal Minions into play.

# Death Will Not Take Another

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*Starter Inspiration*



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

# Putrid Cauldron

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*Item*



Whenever one of your cards is banished, put it under me in the cauldron.

At the start of each turn, you may remove a card from the cauldron to choose **one**:

- Your attacks get +1 power this turn.
- Gain an inspiration.

# Restitch the Flesh

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*Move*



**On reveal:** You may play one of your banished cards. (*You still pay costs.*)



# Ritual Blade

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*Starter Move*



**attack 2**

When I hit with my attack, **invoke**.



# Scars of the Deathless

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*Move*



Your opponent can't score more than one point this turn.

# Signature: The Stitcher

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## *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.

*Ritual Blade* – I get +2 attack power.

*Ward of Blood* – When I am banished, conjure your ascension to your hand.

*Carrion Call* – When you play me, **invoke**.

# Stitcher Ascension

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*Conjured Move - Ascension Permanent*



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

**End step:** Conjure a Skeletal Minion into play. You may banish a card from your hand to conjure an additional two Skeletal Minions.



# Ward of Blood

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*Starter Move*



**block**

If you have no inspiration, ruin me to gain an inspiration.