Path of the
Dancer

👊 ⚡ ⚡

Starter
Elegant Reversal

Starter
Mesmerize ⬆ 3

🔓 0 **Dizzying Spin** ⬆ 2

🔓 0 **Just Out of Reach** ⬆ 5

🔒 3 **Entice to Dance** ⬆ 3

Try to Keep Up

Elegant Reversal

Starter

Block an attack.

When I block:

Attack

X is the attack power of the attack I'm blocking.

Mesmerize

Starter – Sequence

I | No effect

II | Your opponent's cards cost twice as many resources. Added cost is in 🔻.
(For example, a card that would cost 🗲 🔻 costs 🗲 🔻 🔻 🔻.)

⬆ **3**

[Gain ◯.]

Dizzying Spin

Advanced

🔓 **0**

Attack

When I hit , name a card. Your opponent can't play that card next turn.

⬆ **2**   [Whether or not I hit]

Just Out of Reach

Advanced

🔓
0

Your opponent's attacks get -2 attack power this turn.

⬆ **5**

You may play me at any time.
If you do, banish me after use.
(No action required. Yes, any time.)

Entice to Dance

🔓
3

Advanced – Innate Permanent

⬇ **Innate:** Play before match starts.

On play: Your opponent recalls Try to Keep Up.

When the match ends, score three points.

⬆ 3 | Try to Keep Up costs ▽.

Try to Keep Up

Linked

Linked *(This card begins the match banished and is recalled by Entice to Dance.)*

Banish Entice to Dance.

If Entice to Dance is upgraded, I cost 🔻 *.*

🖼 **Oneshot:** Banish after use.