

Path of the
Dancer



Starter

Elegant Reversal

Starter

Mesmerize



4



0

Dizzying Spin



3



0

Just Out of Reach



6



3

Entice to Dance



3

Try to Keep Up



Elegant Reversal



Starter



Block an attack.



When I block an attack, I attack back with equal attack power.







Mesmerize

Starter – Sequence



No effect

Your opponent's actions cost twice as many resources.

(For example, an action that would cost   costs    .)



4

{Gain .}



Dizzying Spin

Advanced



0



Attack



If I hit , name a card. Your opponent can't play the named card next turn.



3

{Whether or not I hit}



Just Out of Reach

Advanced



0



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



6

Once per match you may play me any time as a special action. If you do, banish me after use.

Dancer

01/23/22 - Glorybound



Entice to Dance



3

Advanced – Innate Permanent




Innate: Play before match starts.

Your opponent recalls Try to Keep Up.

When the match ends, score three points unless your opponent has played Try to Keep Up.



3

Try to Keep Up costs .


Try to Keep Up

Linked



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

Banish Try to Keep Up on top of Entice to Dance.

(If Entice to Dance is upgraded, this card costs )

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



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



Oneshot: Banish after use.

Lantern's Touch

Starter




Attack



Gain .

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

 **5**

Gain an additional .



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.



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.

Putrid Cauldron

Advanced – Innate Permanent







3



Innate: Play before 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

Advanced – Sequence



5



I

Attack



Block an attack.



II

Attack



Path of the
Lich Knight



Starter

Culling Scythe



4

Skeletal Minion (3 copies)

Starter

Soulless Steel



0

Shambling Ranks



5



3

Call from the Grave



5

Throne of Fallen Souls



Culling Scythe

Starter



Attack



If I hit, recall and play
a Skeletal Minion .



4

{two Skeletal Minions}

Skeletal Minion

Linked – Sequence



Linked (This card begins the match forgotten and is recalled by Culling Scythe or Shambling Ranks.)



No effect.



If Shambling Ranks is upgraded, I get +1 attack power.



Oneshot: Banish after use.



Soulless Steel

Starter



Your opponent can't score more than one point this turn. *(If they would score, they score only one point. If they have already scored points this turn, they cannot score again.)*



Shambling Ranks

Advanced – Permanent



0



At the end of each turn, if a player scored points this turn, recall and play a Skeletal Minion.



5

Your Skeletal Minions get +1 attack power.

Lich Knight

01/23/22 – Glorybound

Call from the Grave

Advanced



3



Choose one of your banished Oneshot cards and play it alongside me as an additional action. (*You still pay costs.*)



Oneshot: Banish after use.

Throne of Fallen Souls

Advanced



5



I am not used during matches.

When you learn me, restore a lost heart.

Whenever another player loses all their hearts and is eliminated, learn one of their starter or advanced cards, spending skill points if required. *(It is yours for the tournament and can be upgraded later. This does not count as your purchase for the round.)*