

Path of the

# Legionnaire



Starter

Balanced Blade

Parry



3

Starter

Arrow Volley



4



0

Decisive Strike



3



3

Battle Tactics



3



4

Shield Wall



# Balanced Blade

*Starter*






**Attack**



Recall Parry.



**3**

Costs  instead of  .

# Parry

*Linked*



*Linked (This card begins the match banished and is recalled by Balanced Blade.)*

**Block** an attack.



Oneshot: Banish after use.



# Arrow Volley

*Starter*



Repeat the following twice:

**Attack**



*(One block can only stop one attack.)*



**4**

Attacks three times instead of two.



# Decisive Strike





0

*Advanced*



Attack



I cost one resource less for each two points you've scored this match. (  is removed before .)



3

+1 attack power.



# Battle Tactics



3

*Advanced – Innate Permanent*




**Innate:** Play before match starts.

Choose a strategy:

*Skirmish* – You may play an additional action on the **second** turn.

*Ambush* – The first time you attack, give an attack **+2** attack power.

*Besiege* – Your opponent pays .



3

{second and fourth}; {+4};





# Shield Wall

*Advanced - Permanent*



4



First turn:

**Block an attack.**



Each turn, if you are attacking, block an attack with attack power equal to or less than one of your attacks.

Path of the  
**Arcanist**



Starter

Arcane Research



4

All-Consuming Void – True Reincarnation – Wake the Old Gods

Starter

Forcefield



0

Meteor Invocation



4



4

Shrinking Ray



7

Spellweaving





# Arcane Research

*Starter*



Choose two random advanced cards you have not yet learned and recall them. If you recall an innate card, play it immediately.



4

{one random forbidden magic  
and one random advanced card}



# Forcefield

*Starter*



**Block an attack.**



For the rest of the match, Forcefield costs no resources.



# Meteor Invocation

*Advanced – Sequence*



0



No effect.



Attack



4

+2 attack power.

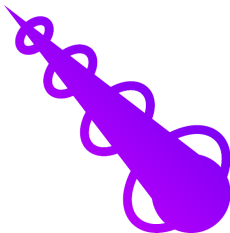










# Shrinking Ray



4

*Advanced*



Your opponent must pay  (or  if that's all they have) before they pay for cards they are playing this turn. If this leaves them unable to pay for a card, they recall it and don't play it.



Oneshot: Banish after use.

# Spellweaving

*Advanced – Innate Permanent*



7



**Innate:** Play before match starts.

Reveal an Arcanist card and a non-Arcanist card from your hand.

For the rest of the match, when you play one of those cards, play the other as a special action if able.



# All-Consuming Void

*Linked*



*Forbidden Magic – **Linked** (This card begins the match banished and is recalled by an upgraded Arcane Research.)*

Score one point for each time you played Arcane Research this match.

At end of turn, end the match. *(The player with more points wins)*

# True Reincarnation

*Linked*



*Forbidden Magic – **Linked** (This card begins the match banished and is recalled by an upgraded Arcane Research.)*

Your opponent can't score points this turn.

Restore your resources to your starting resources.



Oneshot: Banish after use.



# Wake the Old Gods

*Linked – Sequence*



*Forbidden Magic – Linked (This card begins the match banished and is recalled by an upgraded Arcane Research.)*



Attack



Attack

