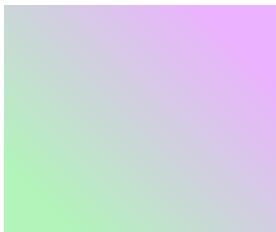




# Bind in Thorns



**Attack**



**Block an attack.**





# Bloodthirsty Axe



Attack



I get +2 attack power if you are being attacked.

# Battle Rage

---

*Permanent*



At the start of each turn, if your opponent has scored at least two points you may play an additional action this turn.

# Rite of Scars



Attack




I attack you, not your opponent.

*(You are both attacking and being attacked, and your opponent scores the points.)*

Gain  .



6

+1 attack power; +1 .

# Pillage

---



Banish a card your opponent played this turn.



... and another one of your opponent's cards of their choice.




# Retribution



Attack




I get +1 attack power for each two points your opponent has scored this match.

I can't be blocked unless your opponent pays .

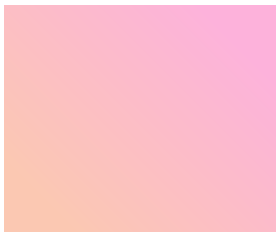


4

Your opponent must pay   instead.



# Insatiable Flame



Attack



I **burn** your opponent when I hit.  
*(This can help you set them ablaze)*

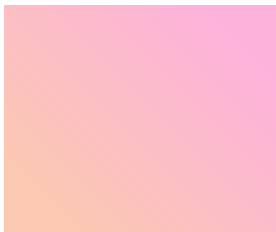


5

+1 attack power.



# Set Ablaze



I cost no resources once your opponent has been **burned** twice.

Attack



I can't be blocked.



Oneshot: Banish after use.



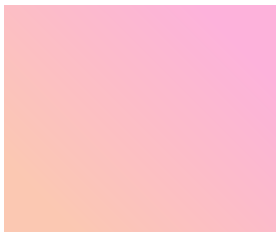
7

Costs   less to cast.



# Inferno Circle

*Sequence*



If your opponent attacked this turn, I **burn** them.

If your opponent attacked this turn, I **burn** them.

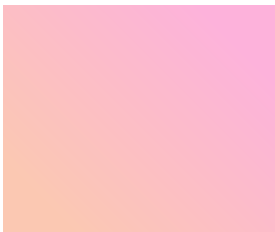


4

Repeats the same effect for a third turn.

# Kindled Flame

*Innate Permanent*



*Innate – Play before the match starts.*

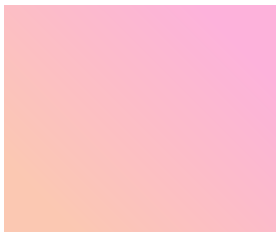
When your opponent is **burned** for the third time play Set Ablaze immediately as a special action. If it is forgotten, recall it first.



Your opponent only needs to be burned twice instead of three times.

# Pyre Offering

*Sequence*



Banish a non-Fireheart card from your hand to recall Consumed by Flame.

You may play an additional action.

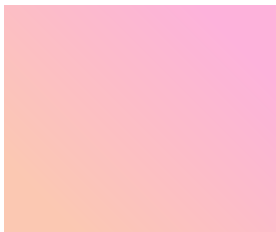


**Oneshot:** Banish after use.

# Consumed by Flame

---

*Forgotten*



*This card begins the match forgotten and is recalled by Pyre Offering*

Consumed by Flame is a copy of the card that was banished by Pyre Offering, except that it **burns** your opponent when it hits and when it blocks their attacks.



# Balanced Blade




Attack



Recall Parry.



4

Costs  less to cast.



# Parry

*Forgotten*



*This card begins the match forgotten and is recalled by Balanced Blade.*

I cost one resource less if you played Balanced Blade last turn.

**Block an attack.**



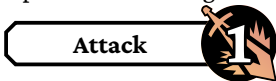
**Oneshot:** Banish after use.



# Arrow Volley



Repeat the following twice:



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



6

Attacks three times instead of two.



## Decisive Strike



I cost one resource less for each two points you've scored this match.

Attack



4

+1 attack power.





# Battle Tactics

*Innate Permanent*



*Innate* – Play before the 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 .



4

{second and fourth}; {+4}; {}



# Shield Wall

*Permanent*



First turn:

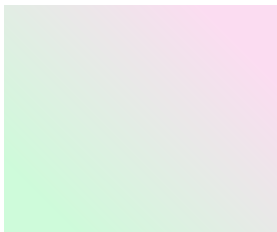
**Block an attack.**



Whenever you play an attack, block an attack with less attack power.



# Elegant Reversal



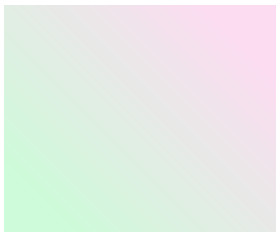
**Block an attack.**



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








# Mesmerize

*Sequence*



No effect

Your opponent's actions cost twice as many resources.

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



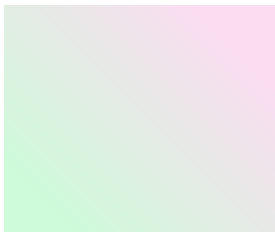
4

{Gain .}



# Dizzying Spin

*Sequence*



**Attack**



If I hit, name a card.

Your opponent can't play the named card(s).



**3**

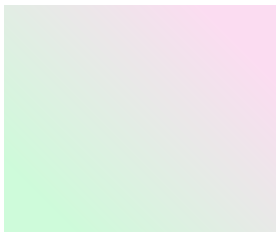
{Whether or not I hit}

Dancer

09/29/21 - Glorybound



# Just Out of Reach



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.

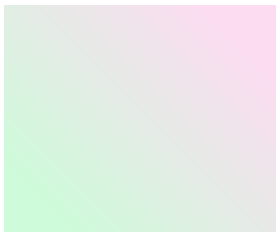
Dancer

09/29/21 - Glorybound



# Entice to Dance

*Innate Permanent*




*Innate – Play before the 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.



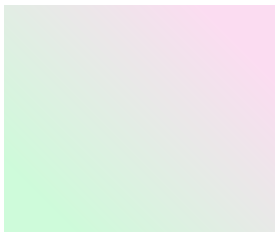
3

Try to Keep Up costs .

# Try to Keep Up


---

*Forgotten*



*This card begins the match forgotten and is given to your opponent by Entice to Dance.*

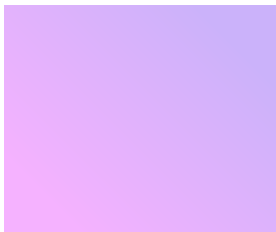
Banish Try to Keep Up on top of Entice to Dance.

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





## Arcane Research



Choose

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



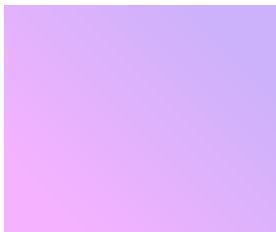
7

{one random forbidden magic and one random advanced card}



# Forcefield

---



**Block an attack.**



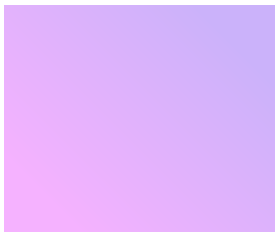
For the rest of the match, Forcefield costs no resources.



# Meteor Invocation



*Sequence*



No effect.



Attack

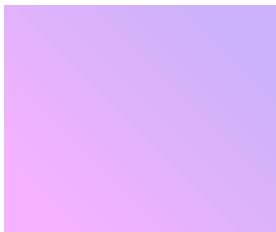





5

+2 attack power.



# Shrinking Ray



Your opponent pays   if able, or  if that's all they have. They must undo an action they played this turn if doing so would make them more able to pay. (*Undone actions are recalled and refunded and have no effect.*)

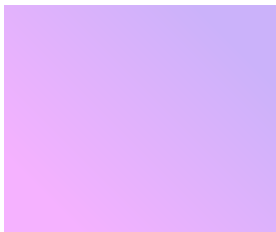


**Oneshot:** Banish after use.

# Spellweaving

---

*Innate Permanent*



*Innate – Play before the match starts.*

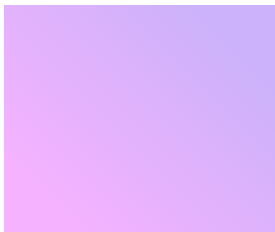
Reveal an Arcanist card and a non-Arcanist card from your hand. When you play one of those cards, play the other as a special action if able.



# All-Consuming Void

---

*Forgotten*



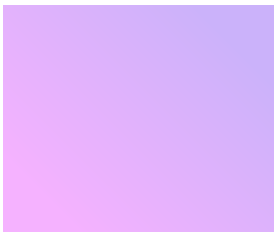
*Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.*

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

# True Reincarnation

---

*Forgotten*



*Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.*

If your opponent would score points this turn, instead they score no points and your resources are restored to your starting resources.



# Awaken the Old Gods

*Forgotten Sequence*



*Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.*



Attack



Attack



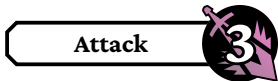




## Backstab



If your opponent isn't attacking:

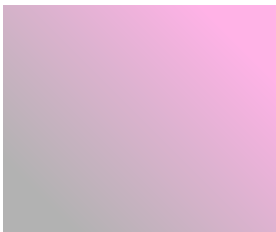


4

+2 attack power.


# Shadowstep

---



**Block** an attack.



Banish me unless you pay .



## Trap Setting

---



Secretly choose a Trap and put it into play face down. You can turn that card face up to play it as a special action any time after this turn ends.

# Poisoned Dagger

---

*Forgotten*



*Trap – This card begins the match forgotten and is put into play by Trap Setting.*

If you hit with an attack this turn, I become permanent and at the start of each turn, you score one point. Otherwise, banish me.

# Smoke Shroud

*Forgotten*



*Trap – This card begins the match forgotten and is put into play by Trap Setting.*

If your opponent didn't attack last turn, they can't score points this turn.



Oneshot: Banish after use.

# Feign Defeat

*Forgotten*



*Trap – This card begins the match forgotten and is put into play by Trap Setting.*

If your opponent has more points than you, they can't block this turn.



Oneshot: Banish after use.



# Always More Knives

*Sequence*








Attack



Attack



4

Costs   instead of   .

Assassin

09/29/21 - Glorybound

# Hidden in Plain Sight

---

*Innate Permanent*



*Innate – Play before the match starts.*

After the first turn of the match, but before the second, there is a secret turn. Your opponent and their cards do not participate in this turn, and no points can be scored.





# Tempest Blade






Attack



If Storm-Infused Blade is blocked, you may pay   to score two points.



4

Costs  instead of  .



# Leap Skyward

*Sequence*



**Block** an attack.



Your attacks get **+1** attack power.




**2**

{+2}

# Storm Surge

---



Gain  until you have more resources than your opponent.



# Wind's Favor

*Innate Permanent*



*Innate – Play before the match starts.*

As long as both players are attacking, your attacks get +1 attack power.

# Bring the Lightning

---

*Innate Permanent*



*Innate – Play before the match starts.*

Your first attack of the match gets +1 attack power. Then note its attack power and recall Echoing Thunder.

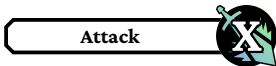
# Echoing Thunder

*Forgotten*



*I begin the match forgotten and am recalled by Bring the Lightning.*

My base attack power X is the number you noted for Bring the Lightning.



**Oneshot:** Banish after use.



# FAKE TEST CARD



*Forgotten*



*Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.*

Attack



Attack



Oneshot: Banish after use.



# FAKE TEST CARD



*Forgotten*



*Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.*



**Block an attack.**



**Attack**



**Oneshot:** Banish after use.